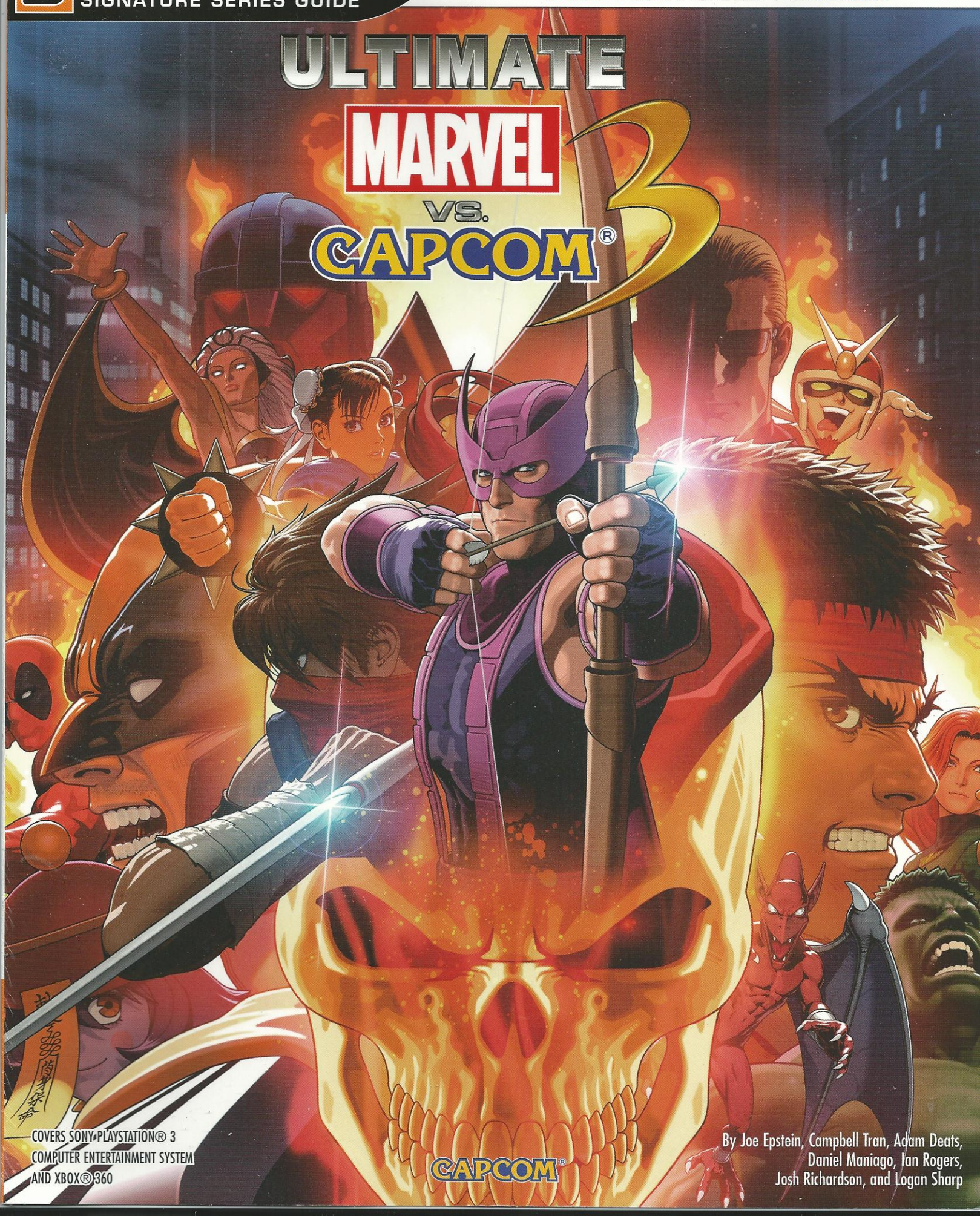
BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

ULTIMATE MARVEL VS. CAPCOM® 3



COVERS SONY PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM AND XBOX® 360

CAPCOM®

By Joe Epstein, Campbell Tran, Adam Deats, Daniel Maniago, Ian Rogers, Josh Richardson, and Logan Sharp

INTRODUCTION

And so there came a day like no other.

When the very fabric of two universes began to unravel and collide.

And yet, the cause of this disastrous occurrence was not a natural one. Rather, it was the result of a most unholy alliance...

...as villains from these two very different worlds united with an eye on conquering both.

Their vile scheme would throw their respective realities into chaos...

...by meddling with forces they could not even possibly comprehend. By angering a god.

"I am that god. I... Galactus! And now, because of this great insolence...the FATE OF TWO WORLDS hangs in the balance!"



ULTIMATE MARVEL VS. CAPCOM 3

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*The contents of this strategy guide are based solely on the research of BradyGames

About This Guide

WELCOME BACK!

Ultimate Marvel vs. Capcom 3 is like a director's cut—the definitive version of the game. *UMvC3* producer Ryota Niitsuma has said as much himself, indicating that *UMvC3* includes ideas and characters his team didn't have time to cram into original *MvC3*. *Ultimate Marvel vs. Capcom 3* is bigger, better, with a shinier wrapper.



That's how we feel about this guide, too. We didn't know how *MvC3* would actually shake out in the wild. We had to sort of rely on our collective, extensive knowledge of previous fighting games. After that, we had to guess.



Readers of the original guide may wonder what's different now, whether we've just trotted out the same old pony. The answer is no! No, we didn't. We've re-examined *UMvC3* with the same attention to detail with which we looked at *MvC3*... even more detail, in fact. Just like everyone else, we benefitted from exposure to the game once it was released officially into the unpredictable hands of hardcore gamers, who found many things we (and Capcom!) missed. And furthermore, *UMvC3* is not just the previous version with a new paintjob. In addition to new costumes, missions, and gameplay alterations for every returning character, there are a dozen new heroes joining the fray. That is a huge upgrade!

MvC3 released on February 15th, 2011. Online, there are thousands of high-level match videos, combo videos, tutorials, Mission mode completion guides, viral videos, funny videos, salty videos, and all manner of other media dedicated to the game. The Evolution 2011 World Finals, held annually in Las Vegas and organized by the staff of shoryuken.com, set records for tournament attendance (in the thousands) and for online stream viewership (in the *millions*). The way is not quite as dark as it once was for new or inexperienced players.

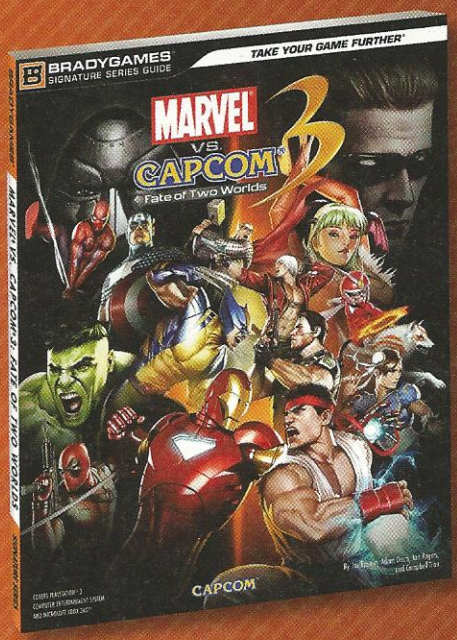


We knew what our opportunities were for an even better guide to accompany an even better game. There were things in that guide we would change even without a new game. But there is indeed a new game, and with more characters and content, and changes to every existing hero, we brought back everyone who worked on the original book, along with three more authors to help us make it to the finish line in an incredibly short time in one piece.

So, we're going a little less easy on you this time. Everyone is acclimated, yes? Our goal with the original guidebook was to give a generation of new players, who were mostly NOT weaned on *MvC2* and other Capcom arcade classics, a comprehensive primer. Our goal this time is simply to be as indispensable to the *UMvC3* fan as the game disc itself.

We hope you think we succeeded.

THIS GUIDE: TUNING SINCE ORIGINAL MVC3



The experience of putting together the first *MvC3* guide with the same team has allowed us to get more familiar with the game after release, while thinking about how to improve the guide if we got the chance. As it turns out, here we are, and so we've put most of our ideas into practice. Certainly, as expansive as this book is at an unprecedented 592 pages, we've left some things out. Hitbox illustrations, for the most obvious example, and delving further into team setups or mix-ups against certain characters in increasingly specific situations, for another. But the perfect is the enemy of the good, and some things fall outside the circumstances of available time, space, and resources.

- Full coverage for all 12 new characters! Extensive data, devastating combos, and winning tactics from a team of fighting game experts, all on day one!
- Every returning character revisited: changes large and small since original *MvC3* detailed, with data reviewed and expanded, and revised and expanded discussion! No cut and paste here!
- Layout tweaks to ease readability; character overviews and changelists placed right at the beginning with their art and biography; character battle plans treated as organic articles tailored to given characters rather than universally separated into a grounded section, an aerial section, and an assist section (which worked better for some characters than others); combo transcriptions stretched farther horizontally where possible to ease eye tracking
- Revisited peripheral and system-oriented chapters that are more focused for reader ease-of-use and quick reference

Quick Reference

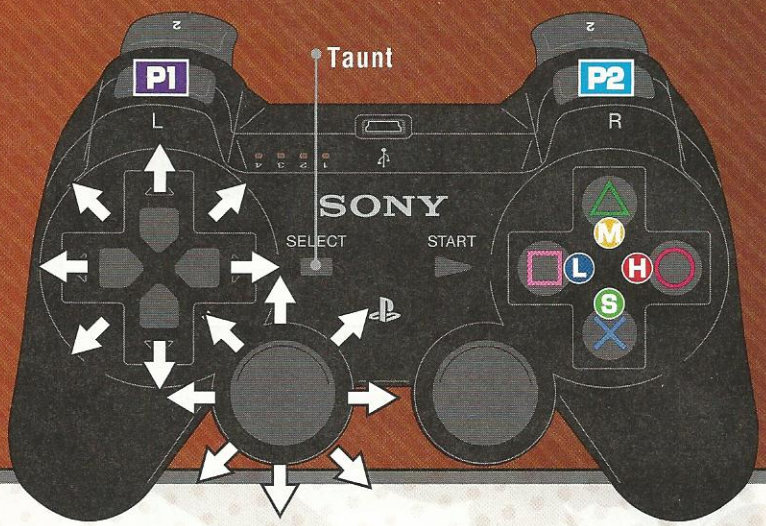
ALL COMMANDS IN THIS GUIDE ASSUME YOUR CHARACTER IS STANDING ON THE LEFT SIDE OF THE SCREEN, ON THE PLAYER 1 SIDE, FACING RIGHT TOWARD THE PLAYER 2 SIDE. FORWARD IS THUS EXPRESSED AS →, BACKWARD AS ←. FOR A CHARACTER ON THE RIGHT, FACING LEFT TOWARD THE PLAYER 1 SIDE, REVERSE ANY DIRECTIONAL INPUTS.

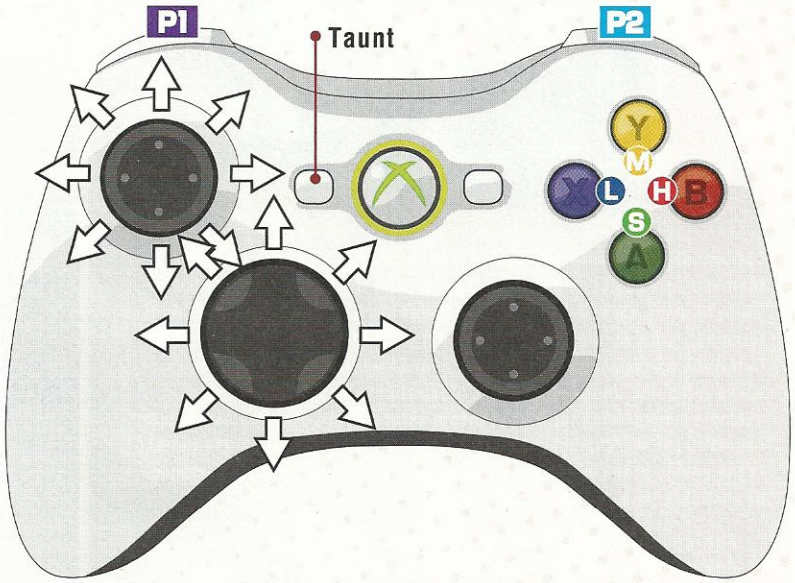
UMvC3 can be played with a variety of gamepads and joysticks (though unfortunately, or really perhaps fortunately, there's no Microsoft Kinect or PlayStation Move support, so you won't be trying to super jump in real life). To accommodate all sorts of potential input devices, you can customize your control scheme from within the options menu.

DEFAULT BUTTON CONFIGURATIONS

The default control schemes on both PlayStation® 3 and Xbox 360® assign the buttons to similar locations. Although you can assign whichever buttons you like, we recommend disabling the button assigned by default to register both assist buttons. This removes the risk of accidentally triggering a crossover combination with stray fingers in the heat of battle.

To simulate the arcade experience, many players prefer using a joystick. Having a truly great home stick used to mean going the custom route with old independent companies like MAS Systems, but now there are excellent, widely available joysticks for each console, most notably variations of the MadCatz Tournament Edition joystick or the Hori Real Arcade Pro VXSA and V3SA. These sticks are made from high-quality arcade parts, and they are extremely durable and accurate. They are also extremely friendly to players who wish to modify their own sticks, whether for different parts or custom aesthetics. Some independent stick manufacturers, such as Project GiantSword, build custom sticks to client specifications, for those looking for something personally tailored and unique.



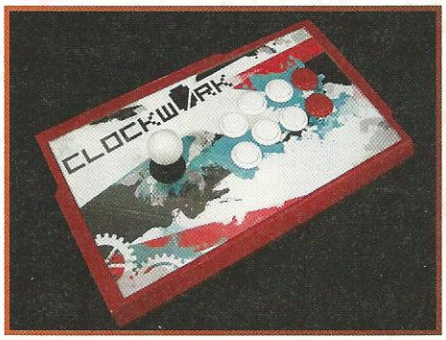




Variations of the excellent MadCatz sticks available since *Street Fighter IV*, which revived the fighting game scene in recent years, have replaced the old sight of MAS Systems custom stick (also pictured) as the standard-bearer of the modern tournament crowd. Not pictured: Joe Epstein's girlfriend, who somehow approves of this.



Hori has been a Japanese standard-bearer for durable, top-shelf joysticks for years. Some players prefer Hori's recent HRAP VXSA/V3SA sticks to variants of the MadCatz Tournament Edition sticks because of the wider base. In terms of functioning hardware, the sticks are virtually identical. Photo courtesy Nathan Roach.



While the old custom standard MAS Systems is now defunct, outfits like Project GiantSword have sprung up, offering custom-made premium joysticks. Photo courtesy Daniel Maniago.

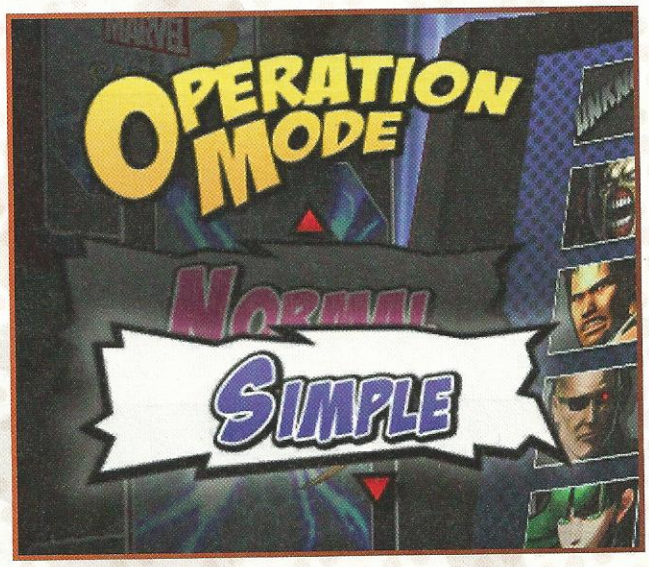


The intended configuration for a six-button joystick. Depending on your joystick, this is almost certainly NOT the default mapping. Check in options, and customize as needed. For a MadCatz, it's as easy as setting controller type to β. For any Hori joystick, you'll need to configure a custom controller setup. Of course, for online play, you can map your buttons however you like, and most tournaments also allow button mapping. Some players frown on multiple inputs mapped to one button (used to make dashes and whatnot easier), but others view concern as much ado about nothing. However, almost all players SERIOUSLY frown on the use of turbo or macro functions on controllers, and every tournament worth its salt bans them, as well; for good reason in a game that relies so heavily on dexterous execution. You can get away with using turbo functions online, but you're doing yourself and your opponents a disservice.

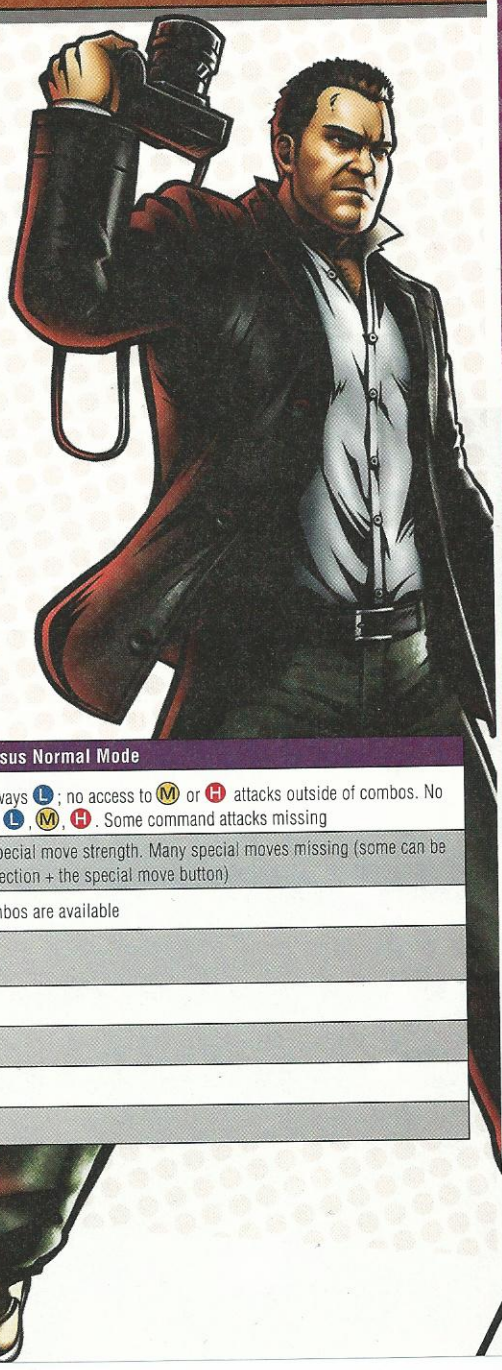
The use of a gamepad or joystick comes down to preference, ultimately. When almost all tournaments were in arcades, players had no choice—if you weren't used to playing on a stick, you weren't playing. But now, with the preeminence of console and online play, there is no forced specialization. PlayStation joypads have been competent for fighting games since their inception, and Xbox 360 has a special edition silver gamepad available with a twisting adjustable d-pad, released specifically to better cater to finely tuned games like fighters. More and more tournament-winning players perform perfectly well on pads where that was never the case before (outside of scenes like *Tekken*, which had arcade cabinets that allowed for PlayStation pads to be plugged in), so any stigma you might hear about sticks being better than pads is just about obsolete (though certain techniques like plinking do just end up being easier for most people to perform on a stick with larger, more sensitive buttons than a pad. Your mileage may vary).



SIMPLE MODE



Simple mode allows special moves and hyper combos to be performed simply by pressing single buttons, and chain combos can be executed by repetitiously pressing the same button, but the full arsenal of attacks for any given character is unavailable. The button configuration in simple mode can be configured to your liking. Note that all it takes to activate X-Factor in simple mode is pressing the chain combo and special attack buttons simultaneously. This guide assumes that the player is using normal mode for maximum potential. The same strategies described for normal mode also work for simple mode, but within the limitations of simple mode's diminished movelist.



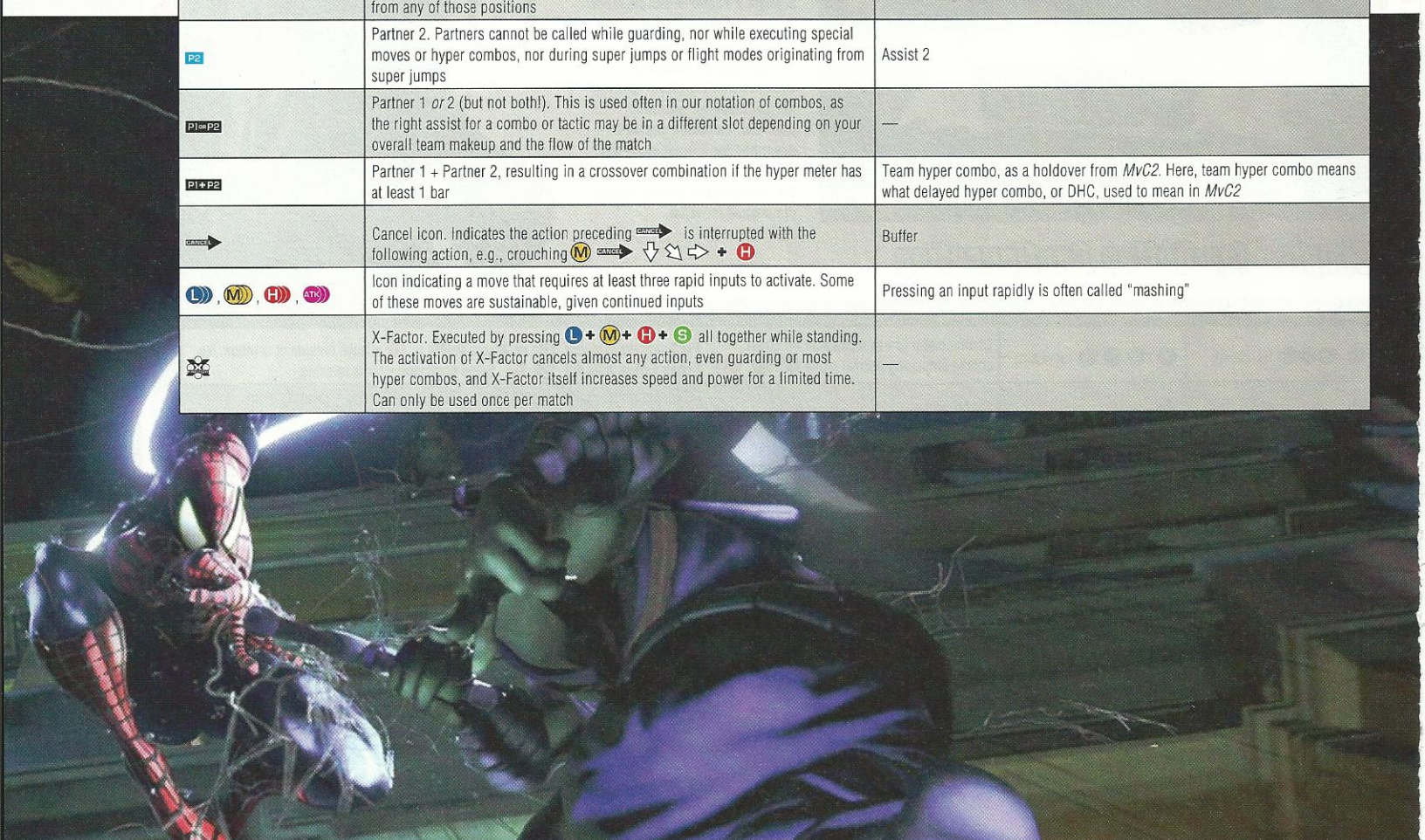
Simple Play Button Configuration

PlayStation 3	Xbox 360	Function	Limitations versus Normal Mode
■ (■■■ for chain)	X (X X X for chain)	Chain combo (press repeatedly for chain combo emulating normal mode L, M, H)	Initial press is always L; no access to M or H attacks outside of combos. No chains other than L, M, H. Some command attacks missing
△	Y	Special move	Cannot choose special move strength. Many special moves missing (some can be used with any direction + the special move button)
●	⇦	Hyper combo	Not all hyper combos are available
CANCEL	ATK	Special attack (press repeatedly to launch then super jump and air combo automatically)	—
L1	LB	P1 Partner 1	—
L2	LT	P1+P2 Partner 1 + Partner 2	—
R1	RB	P2 Partner 2	—
R2	RT	Basic attack + special move + hyper combo	—

Notations

Many icons are used throughout this guide to indicate button presses and techniques. **DIRECTIONS ASSUME A CHARACTER IS FACING RIGHT.** Guarding is always relative to the other team's point character—the enemy's assist behind your point character doesn't alter how you guard.

Icon	Description	May Also Be Called
⇨	Indicates forward. Hold ⇨ to walk forward, tap ⇨⇨ (or ATK ATK) to dash forward	—
⇘	Diagonally down-forward	Offensive crouch
⇩	Down. Hold ⇩ to crouch. You must also tap ⇩ before tapping any upward direction for a super jump	Crouch
⇙	Diagonally down-back. Hold ⇙ for crouching guard when low or mid attacks are incoming	Defensive crouch
⇦	Back. Hold ⇦ to walk backward, or for standing guard against high and mid attacks. Tap ⇦⇦ (or ⇦ + ATK ATK) to backdash.	—
⇖	Up-back. Starts a backward jump. Hold any backward direction to guard while airborne	Defensive jump
⇧	Up. Starts a jump. Tap ⇩ first before any upward direction for a super jump. After jump-cancelable actions, like S launchers, simply hold any upward direction to jump or super jump (the result is move-dependent)	Jump
⇗	Up-forward. Starts a forward jump	Offensive jump
L	Light attack, or L	1 or A, as a holdover from *Tatsunoko vs. Capcom All-Stars*; jab or short, as a holdover from *Street Fighter*
M	Medium attack, or M	2 or B, as a holdover from *Tatsunoko vs. Capcom All-Stars*; strong or forward, as a holdover from *Street Fighter*
H	Heavy attack, or H	3 or C, as a holdover from *Tatsunoko vs. Capcom All-Stars*; fierce or roundhouse, as a holdover from *Street Fighter*
ATK	Attack icon. Indicates any of L, M, or H may be used. Most hyper combos require ATK ATK (any two attack buttons together) following the right motion; dashes can also be performed with ATK ATK. Many moves allow ATK inputs to be mashed for more damage	Basic attacks, normal moves
S	Special attack, or S	Exchange, as a holdover from *MvC3's* pre-final development
P1	Partner 1. Partners can be called while standing or crouching, and during normal jumps, flight modes starting from normal jumps, and during basic attacks starting from any of those positions	Assist 1
P2	Partner 2. Partners cannot be called while guarding, nor while executing special moves or hyper combos, nor during super jumps or flight modes originating from super jumps	Assist 2
P1 or P2	Partner 1 *or* 2 (but not both!). This is used often in our notation of combos, as the right assist for a combo or tactic may be in a different slot depending on your overall team makeup and the flow of the match	—
P1+P2	Partner 1 + Partner 2, resulting in a crossover combination if the hyper meter has at least 1 bar	Team hyper combo, as a holdover from *MvC2*. Here, team hyper combo means what delayed hyper combo, or DHC, used to mean in *MvC2*
CANCEL	Cancel icon. Indicates the action preceding CANCEL is interrupted with the following action, e.g., crouching M CANCEL ⇩⇘⇨ + H	Buffer
L, M, H, ATK	Icon indicating a move that requires at least three rapid inputs to activate. Some of these moves are sustainable, given continued inputs	Pressing an input rapidly is often called "mashing"
X-FACTOR	X-Factor. Executed by pressing L + M + H + S all together while standing. The activation of X-Factor cancels almost any action, even guarding or most hyper combos, and X-Factor itself increases speed and power for a limited time. Can only be used once per match	—



Glossary of Terms



Don't worry, Nemesis. We'll help you understand.

The lexicon of fighting game terms has roots stretching as far back as 1991, the year that *Street Fighter II: The World Warrior* took the arcade world by storm and essentially created the competitive fighting game. The popularity of this then-fledgling genre was instrumental in ushering in more complex video games in general, and fighting games remain among the most complicated. A lot of information must be understood in order to be successful. If you're new to fighting games, or maybe just *Marvel Vs. Capcom* and the larger "*Vs.*" series, this section is designed to clear up any questions on jargon, terms and concepts as quickly as possible. For more in-depth discussion, check out the **System and Gameplay** chapter, or consult the sections for individual characters. Many terms included here match official in-game terms, but some non-standard definitions are included. These are appropriated from other games, or from the consensus of the competitive fighting community, in the interests of thoroughness and clarity.

active frames — Related to **frame data.** Active frames are the period of time during which an attack can strike the opponent. After this period, a move enters its **recovery** phase.

advancing guard — Perform by pressing ATK ATK while **guarding** the opponent's attack. Creates separation from the opposing character, which is invaluable for breathing room. Can also be called **pushblock**.

advantage — The opportunity to act first, between two combatants acting as soon as possible after some sort of interaction. Converse — **disadvantage**. See **frame advantage/frame disadvantage**.

aerial rave — Synonym for **air combo**; a holdover from *MvC1*.

air — One of the three main states, or stances, of any character (with the other two being **standing** and **crouching**). "Air" generically refers to actions performed while your character is airborne, not grounded.

air combo — A **combo** performed in the air, after **launching** with S **special attack**. During an air combo following a launcher, air S (with no direction input) causes **flying screen** and a **hard knockdown**, while directional input + S starts a **team aerial combo**, or **TAC**. Air combo can also be used to refer to a combo that simply occurs between two characters who are both in midair, but it is usually intended to refer to **launcher combos**.

air control — The ability to alter a character's airborne jump arc by holding ⇦ or ⇨. Not every character allows for the same degree of air control.

airdash — A dash performed in midair. Having extra mobility is never a bad thing. Some characters can airdash in any direction, but others can only airdash backward, forward, or both. Characters like Morrigan and Amaterasu have irregular airdashes, while characters like Firebrand and Rocket Raccoon have special moves that amount to airdashes. The ability to airdash opens the door for movement techniques like **triangle** and **square jumps**.

air exchange — A class of **special attacks** used in **launcher air combos** by pressing direction + S. On contact, the next available ally will be tagged in in midair to continue the air combo. Combos using air exchange hits to swap heroes are called **team aerial combos**, or **TACs**. May also be called air tags.

air recovery — A **knockdown** that ends with the victim airborne results in air recovery. Air recovery occurs in place automatically with no input, but ⇨ or ⇦ can be held to choose a direction in which to recover. Characters who are recovering are invincible, and **crossover assists** can be called. After air recovery, a character is considered to be in a **normal jump** state.

air throw — **Throw** performed air-to-air. Accomplished with air ⇦ or ⇨ + H. Some characters have midair **command throws**. Usually leads to a **hard knockdown** and thus an **OTG** opportunity.

anchor — The character who represents your last resort. Usually, this naturally ends up being the third character on a team (unless the third character is forced into the mix earlier by a three-stage **TAC/THC**, a **crossover attack,** or a **snap back**). In *UMvC3*, with the potential of many characters and the incredible boost of level 3 **X-Factor**, even a last-hero-standing cannot be counted out, so building around a solid anchor can make all the difference. Hope for the best… plan for the worst.

anti-air — Any attack or action used to stop a **jump-in** or otherwise counter an airborne adversary.

assist type — Types for **crossover assists** are organized by the first three letters of the Greek alphabet: alpha—α, beta—β, gamma—γ. Assist types are further described by their characteristics. Shot type means that the character fires a **projectile** or **beam**, while direct type means they attack using their body, for example.

backward — Action, movement, or directional input away from the opponent.

backward dash — A quick backward movement, accomplished with ⇦⇦ or ⇦ + ATK ATK. Usually just called **backdash**.

backward jump — A defensive leap away from a foe. Tap ⇖ to jump backward. Tap ⇧ first for a backward **super jump**.

basic attack — An attack performed with just L, M, or H. Differs depending on whether **standing**, **crouching**, or airborne. Basic attacks can be **canceled** into one another with **chain combos**; they can also be canceled with just about anything else, including command attacks, special moves, hyper combos, and crossover combinations. Some characters can even cancel basic attacks into jumps, dashes, or airdashes, opening new avenues for offensive pressure and combo potential. Basic attacks can also be called **normal moves.**

battery — A character whose primary purpose on a team is to build up the **hyper combo gauge**.

beam — **Projectile**-like blast of energy that behaves a bit differently than standard projectiles. Beams usually hit many more times than projectiles, and they disappear instantly if the beamer is **counterhit** in the act of firing the beam. When beams clash with other beams or projectiles, they'll exchange **durability points** from the opposing beam or projectile every **frame** for a certain number of frames, until one or the other is depleted of durability points and thus destroyed.

block — Synonymous with **guard**.

block damage — Damage taken from an attack even if **guarded**. Most **special moves** and **hyper combos**, and even a few **basic attacks**, inflict block damage. Block damage is sometimes also called **chip damage**, or just chip. This damage is 30% that of an actual hit.

blockstun — Synonymous with **guardstun**.

bread and butter — The main tactic or **combo** that drives a particular character is often referred to as their bread and butter, or "BNB."

break away — A break away is a **throw** escape (sometimes called a "tech throw"). A throw can be broken by inputting ⇦ or ⇨ + H within 7 **frames** of being thrown. Note that **command throws** cannot be escaped! After a break away, both characters end up next to each other in a neutral situation, with neither side having **frame advantage**.

buffering — Multiple definitions. Can refer to using the commands or motion for one action to also count for another; used frequently in **cancels** and **combos**. Buffering can also refer to entering the command for your next action while a current action is still underway. In both instances, you're taking advantage of a game engine feature that allows inputs to account for multiple actions.

bug — Unintended game feature. Synonymous with **glitch**. Sometimes enhances or detracts from gameplay.

cancel — Interrupting one action before its recovery period ends by starting another action. This is key to lots of advanced gameplay and **combos** in general. "Cancelable" is often used as a characteristic of important attacks; for example, a move that is "jump-cancelable" can be interrupted with a jump.

capture — **Hit state** caused by certain attacks, in which the victim is snared, unable to act or guard for several seconds, and thus vulnerable to a **combo**. Examples of moves that induce this state include Spider-Man's Web Ball, Magneto's throw, and Magneto's Hyper Gravitation.

chain combo — A string of **basic attacks,** canceled into one another. The ultimate rules are character-dependent and fall under a few archetypes, but generally, attacks can always be chained upward in strength, and they can almost always chain to S **special attack**. Chain combos are accomplished simply by pressing the button for the next basic attack while the current one is in progress. Usually just called **chains**.

chip damage — Synonymous with **block damage**. Usually just called **chip**.

close range — Characters right next to each other, in range of each other's **launchers** and **throws**, are at close range. Close-range combat is usually focused on **mix-ups** between **overheads**, **low** attacks, and **throws**, each of which must be dealt with differently.

combo — A sequence of attacks that is guaranteed if the first attack is not **guarded**. Works because of **hitstun**.

command throw — A **special move throw** that requires a motion to accomplish. **Command throws** cannot be escaped, and they sometimes have other properties that distinguish them from normal throws, such as increased range, damage, or follow-up opportunities. Normal throws grab on the first frame, while many—but not all—command throws are slower to activate. Some command throws (like Thor's Mighty Hurricane H, or Wesker's Mustang Kick) also grab on the first frame.

corner — The side of a stage. Cornering a rival usually grants a huge advantage; cornered opponents can no longer move backward, are usually susceptible to larger combos, and have limited, predictable options for escaping the corner. **Advancing guard**, normally a cornerstone of defense, is also much less effective when cornered. Being cornered is generally bad, unless you are intentionally going for something like a backward **throw** into corner-only **combo**.

corner-only — Refers to a **combo** or tactic that only works with the foe pushed against into a corner.

counter — Counter can refer generally to any action that is used to **reverse** the opponent's intentions, or specifically to refer to **special moves** that deflect incoming attacks, such as Wesker's Tiger Uppercut or Amaterasu's Solar Flare.

counterhit — Striking the opponent while they try to attack results in a counterhit. Counterhits do not have an across-the-board damage increase in *UMvC3* as they do in most fighting games; rather, counterhits create 2 additional frames of **hitstun** and occasionally cause special **hit states** on a case-by-case basis, based on a given move.

crossover assist — Call for help from a partner by tapping (and immediately releasing!) P1 or P2. Every character has three assist types, which dictate the attack they perform when called. Assist type also dictates which **hyper combo** they perform during a **crossover combination**. Crossover assists are usually just called **assists.**

crossover attack — Accomplished by holding P1 or P2. If available, the requested partner tags in with a quick **overhead** attack before becoming the **point character**. You'll usually hear this referred to simply as a "**tag-out**" or "tag."

crossover combination — Performed by pressing P1+P2. Requires one bar of **hyper combo gauge** for every partner participating. Depending on how many characters remain, and how much hyper combo gauge is available, one to three characters come on screen simultaneously to perform **hyper combos** together. The hyper combo each character executes is dictated by their **crossover assist** type.

crossover counter — Accomplished by **blocking**, then inputting ⇨ + P1 or P2. One bar of **hyper combo gauge** is consumed, and the chosen ally tags in with a **crossover assist**.

cross-up — An attack that must be guarded in the opposite direction. **Cross-ups** are usually set up by **jumping** just over an opponent's head, so that you cross over at the last second. Cross-ups are particularly effective when used against a character forced to fall in after their teammate is knocked out, or against an adversary recovering from a **knockdown**.

crouching — A ducking position accomplished by holding any downward direction. A crouching character is a shorter target than a **standing** one, but he or she is susceptible to **overheads** and certain "pass-through" tricks that don't work on standing characters (for example, Hulk's forward **dash** actually passes *over* many crouching characters). When crouching basic attacks are required for combos, we'll notate "CROUCHING" or "CR." in our combo transcriptions.

crouching guard — A defensive stance that guards against incoming **low** and **mid** attacks. Vulnerable to **throws** and **overheads**.

crumple — Special hit effect caused by certain attacks, like C. Viper's EX Thunder Knuckle or her Focus Attack. The target slumps slowly to the floor and is vulnerable to continued punishment on the way down. Victims hit during a crumple are then **juggled** into aerial **hitstun**.

damage scaling — A safety feature innate to **combos** wherein successive hits deal a dwindling percentage of base damage. Prevents combos from being totally overpowering. Damage scaling is considerably lessened with **X-Factor** active, and it doesn't apply to **level 3 hyper combos** at all.

dash — A quick movement. Dashes are vital to covering distance quickly, regaining positioning after being pushed back with **advancing guard**, and keeping your competitor on their toes. Can be accomplished either by tapping ⇦⇦ or ⇨⇨, or by pressing ⇦ or ⇨ + ATK ATK.

delay — Delaying move execution either to **hit-confirm** before continuing a **chain combo**, or to bait the opponent into attempting to attack. Coaxing the opponent to stick out attacks when they don't really have time to do so is called a **frame trap**, and this is a prime way to cause **counterhits**. For example, if your opponent **guards** your opening of crouching L, crouching M, yet they do not use **advancing guard** to push you out, you can recognize this and wait longer than usual before chaining into H very late. Challengers who see the small gap and attempt to take the initiative back with a **poke** of their own end up eating the late chained H as a counterhit.

disadvantage — Refers to a situation in which your earliest possible action occurs after your opponent's. The opposite of **advantage**. See also **frame advantage/ frame disadvantage**. Usually expressed as a number; for example, a disadvantage of -4 means your rival can act four frames before you.

dizzy — A **hit state** created by certain moves, such as Haggar's air ⇧ + H, that **counterhits** a standing opponent, or She-Hulk's ⇩ ⇘ ⇨ + H **command throw**. The victim reels, stunned and unable to act until dizzy ends. Victims cannot **mash** inputs in order to shorten the dizzy period, and it is also unaffected by **hitstun decay**.

draw — The result if both teams have an equal percentage of life remaining when the timer runs out. Neither team wins.

durability points — A hidden value, different for each **projectile** or **beam**, which helps determine what happens when projectiles of equal **projectile priority** collide. When two **projectiles** or **beams** of equal projectile priority collide, they mutually deplete each other's durability points frame after frame (by a set amount per frame—the actual durability points value—which varies per projectile) until the loser projectile is destroyed and the victor projectile continues forward as normal. The winning projectile will have a depleted reserve of remaining durability points, which becomes relevant if another projectile is encountered.

empty jump — A **jump** performed without any attack. Usually followed by a fast **low** attack upon landing. Since most jumping attacks are **overheads** (meaning they must be **guarded** while standing), an opponent's defensive reaction to recognizing a jump should be to guard standing, which makes them susceptible to low attacks.

fireball — Generic term that applies to **projectiles** and **beams**.

flight — The power to fly is possessed by many members of the cast. Flight modes are both started and stopped with ⇩ ⇗ ⇦ + S. The properties of flight are slightly different depending on whether flight was activated during a **super jump**, or from a **normal jump** or a **standing** position. Mobility is increased during flight, at the cost of not being able to **guard**. Flight ends naturally after roughly two seconds (character depending), after using air S, after receiving a hit, after particular moves, or after another input of ⇩ ⇗ ⇦ + S. The **startup** of flight and its manual **cancelation** can both be used to cancel **basic attacks**.

flight cancel — **Canceling** a **basic attack** into **flight**, or using the manual cancelation of flight to cancel a basic attack. Some characters can use flight-canceling to prolong **air combos**, or to suddenly switch from ground attacks that must be guarded crouching to air attacks that must be guarded standing.

float — Ability possessed only by Rocket Raccoon and Storm. Hold ⇧ in midair to slow their descent. As a consequence of this ability, these characters can execute extremely fast air **overhead** attacks just off the ground; see their chapters for details.

flying screen — The unique event that occurs after **launching** the opponent with S, then ending the subsequent **air combo** with air S. The character struck by the combo is hurled to the ground in a **hard knockdown**, and the screen shifts quickly as the aggressive character falls downward to catch up. Since flying screen leaves the victim in a hard knockdown, **OTG**s are possible.

footsies — Refers to positional game that usually takes place at the edge of each character's range, in which players try to **poke,** counter-**poke,** and score **knockdowns**. The "*Vs.*" games are unique among fighters in how much this takes place in the air as much as on the ground, thanks to the aerial mobility exhibited by so much of the cast, and because of the flexibility offered by team dynamics and **crossover assists**.

"for free" — A catch-all fighting game term that indicates an action is guaranteed and risk-free, e.g., "after guarding X move, you can land Y combo for free."

forward — Refers to directions toward your opponent. This guide assumes your character is on the left side of the screen (often called the 1P side), facing your adversary on the right, for forward is represented as ⇨.

forward dash — An aggressive movement toward the opponent. Accomplished with ⇨⇨ or ⇨ + ATK ATK. Most characters can cancel their dash at any time with most actions, but a few characters can only cancel their dash after a certain point, and some characters can't cancel their dashes at all.

forward jump — Sometimes called offensive jump. Tap ⇗ to jump forward. Tap ⇩ first for a forward **super jump**.

frame	The game's unit of time measurement. 60 frames is equal to one second.
frame advantage / frame disadvantage	Most encounters in the game result in one character ready to act slightly before the other. Being able to act before your opponent is called frame advantage, or simply advantage. When your competitor can act first, you are at a frame disadvantage, or simply disadvantage. The concept of frame advantage or disadvantage can be expressed with a number—for example, +6 would indicate a frame advantage of +6, meaning you can act six frames before the opposition.
frame trap	Intentionally placing very small, educated gaps in an offense so the opponent has time to stick out an attack, just in time to be **counterhit**. You want these gaps to be very small, just a few frames; long enough for your rival's attack to **startup**, but not long enough for it to be **active**.

FRAME DATA: A BRIEF PRIMER

Throughout this guide, we refer specifically to frame data figures that illustrate the actual period of time taken up by attacks and actions. This information may seem daunting at first, especially if you're unfamiliar with frame data up until now, but as you play the game while referring to this guide, you'll quickly grasp the ideas involved and appreciate the usefulness of the data.

STARTUP frames always include the first **active** frame, for ease of reading to find possible links. For example, a character with a +8 advantage will be able to link any move with 8 or fewer startup frames, thus creating or perpetuating a combo.

ACTIVE FRAMES represent the number of frames in which an attack can actually contact the opponent.

RECOVERY FRAMES start 1 frame after the last active frame of non-projectile moves and end the frame before the character returns to a neutral state. Once recovery is complete, the character is free to perform another action.

PROJECTILE RECOVERY starts one frame after the last projectile released becomes active and ends the frame before the character can perform another action. For example, if Ryu's Hadoken has a 10 frame startup, recovery starts on frame 11.

FRAME ADVANTAGE is always shown assuming that the *first* active frame is the one to make contact with the opposing character. In effect, this makes the remaining active frames a part of recovery, as well. Timing attacks to strike during the end of active frames (a "meaty" attack) results in more frame advantage, but this is not always feasible.

Frame advantage usually (but not always!) differs depending on whether the opponent eats an attack or guards it. If your adversary guards properly and pushes your character away with advancing guard, the issue of frame advantage or disadvantage is usually rendered irrelevant due to the separation created, though some characters have methods to keep advantage even when pushed out with advancing guard.

SPECIFIC NOTATIONS USED IN HIT, DAMAGE, AND FRAME DATA.

Parentheses indicate inactive frames in the active frame column. For example, 5(3)5 would indicate that there are 5 active frames, then 3 inactive frames that cannot interact with the opposing character, and then 5 more active frames.

When the tilde (~) is used, it means that the values can be either one of the listed values or somewhere in between, depending on the move and situation. A common example is for moves that can be charged. Other examples include moves that can require repeated button presses to increase the number of hits by a limited amount, or moves that have some other mechanic that can cause any of the data to be variable within a fixed range of values.

Similarly, when / is used, it indicates values for different states of the same move. For example, charge moves that have multiple stages that increase the power in each stage, such as Zero's Hyper Zero Blaster. When a character is in a powered-up state that drastically alters a majority of a character's data, such as Wolverine's Berserker Charge, *italics* are used to indicate the altered data while that character is in the powered-up state.

**The contents of this strategy guide are based solely on the research of BradyGames*

glitch	Synonymous with **bug**.
ground bounce	**Hit state** in which a character is ricocheted forcibly off the ground. Victim is vulnerable to further punishment. Only one ground bounce is normally allowed per **combo**, though exceptions to this rule exist.
ground recovery	After **knockdowns at ground level**, the target springs back up to their feet instantly and automatically. By holding ⇦ or ⇨, this recovery can be directed. Victims are momentarily invincible while recovering from the floor, and **crossover assists** can be called.
guard	A critical defensive action that negates some or all of the damage sustained from incoming attacks. In the air, guarding is accomplished simply by holding any backward direction, relative the opponent's **point character**—↗, ⇦, or ↖, it doesn't matter. On the ground, you must choose to guard either standing by holding ⇦, or crouching by holding ↙. **Standing guard** will block incoming **high** and **mid** attacks, while **crouching guard** will block incoming mid and **low** attacks. Guarding is not impenetrable—**unguardable** attacks and **throws** ignore guard. Also called **blocking**.
guard break	In previous *Vs.* series titles, speaking very generally, characters could only act once per normal jump. This meant that characters who attacked while normal jumping were then unable to guard until landing; more significantly, it meant that characters who guarded something in the air and then stopped guarding *could not guard again until landing*. It turned out to be very easy to create situations where this was exploitable—take every single time a partner character fell in to replace a knocked out point, for example. However, in *UMvC3*, normal jumps are not restricted in the same way, and guard breaks are no longer a threat.
guardstun	The period of time a character spends stuck in a defensive animation while successfully **guarding**. While engaged in guardstun, the only actions possible are **crossover counters**, **advancing guard**, and **X-Factor**. Characters stuck in guardstun cannot be **thrown** until the fifth frame after guardstun ends.
guessing game	Any situation where you cannot be sure what will happen, and you are forced to take a guess. It is beneficial to set these situations up in your favor, and avoid them yourself.
hard knockdown	An unrecoverable knockdown that creates an **OTG** opportunity by forcing the victim to lie still for a moment. OTG-capable attacks can strike foes who are lying prone. Hard knockdowns occur after most **throws**, some **special moves** and **hyper combos**, and after Ⓢ **launcher combos** that end with Ⓢ **special attack**. Victims of hard knockdowns eventually recover in place like after a **knockdown**, or they can opt to roll to one side or the other by holding ⇦ or ⇨.
high attack	An attack that strikes crouching opponents and must be **guarded** standing. Commonly called **overheads**. Most air attacks are overheads, along with some **command attacks**, some **special moves**, and Akuma—↷ and C. Viper—↷ **assists**.
hitbox	Hitboxes are hidden engine mechanics that dictate how interactions between characters play out. They're called hitboxes because of their rectangular appearance in most fighting games, but in *UMvC3*, they are actually "hitovals" rather than hitboxes. There are three types—attacking hitboxes, which dictate the area of an attack that can actually impact the opponent; defending hitboxes (sometimes called "hurtboxes"), which dictate the areas of a character's body that can actually be struck; and push hitboxes, which dictate how characters push against or pass around one another in physical space. Hitboxes are not visible to the player, and they are not necessarily tied directly to the animation of a given attack or the posture of a character.
hit confirmation	Visually confirming that an attack is successful before initiating follow-up attacks. Crucial to avoid putting yourself at too much risk when attacking and to avoid wasting opportunities. Also called **verification**.
hit state	Certain attacks cause types of hitstun that is different than the normal reeling animation. These states include **capture**, **crumple**, **hard knockdown**, **ground bounce**, **spinning knockdown**, **stagger**, and **wall bounce**.
hitstun	The period of time a character reels after being struck by an attack. No actions are possible during hitstun. Being struck again during hitstun creates or perpetuates a **combo**. Also called **hitreel**.
hitstun decay	Safety mechanism in place to help prevent the **infinites** that have (to a degree) characterized the *Vs.* series up to this point. As hits pile up in a combo, eventually a threshold is crossed where the length of time that **hitstun** lasts begins to degrade (character and situation depending, this usually begins after 6~12 hits, with less leeway for ground and **normal jump combos** than **super jump air combos**). This dwindling hitstun naturally makes combos harder as they go on, eventually making it impossible to continue. Works hand-in-hand with **damage scaling** to somewhat limit the potential of **combos**. Some **hit states**, such as **capture**-type moves or **dizzies**, are immune to hitstun decay.

hyper combo — The apex of a character's power is deployed during a hyper combo. Hyper combos require bars from the **hyper combo gauge**—most hyper combos cost one level, though some characters have more powerful **level 3 hyper combos**. Phoenix has a unique hyper combo that activates automatically if she is knocked out while possessing five bars. As holdovers from *Street Fighter*, sometimes also called supers or ultras. Most hyper combos deal direct damage to the target, though some hyper combos are intended to enhance abilities for a limited period of time or activate other effects. Team members can chain hyper combos one after another while also tagging out with **team hyper combos**, or perform hyper combos simultaneously through **crossover combinations.**

hyper combo gauge — Meter at the bottom of the screen that displays how many levels of energy you have available for use on powerful techniques. Built up primarily by interacting with your rival, with hits or blocked attacks. The hyper combo gauge powers **hyper combos**, **level 3 hyper combos**, **crossover counters**, **snap backs**, **team hyper combos**, **crossover combinations**, C. Viper's EX **special moves**, and Phoenix's Dark Phoenix Rising.

hyper meter — A common shorthand for **hyper combo gauge**. Also **super meter**.

infinite — A never-ending **combo**. **Hitstun decay** in *UMvC3* prevents most infinites in the traditional sense, though inevitably some infinites are still possible, whether because of experiencing increased speed during **X-Factor**, using **special moves** that ignore hitstun decay, or employing extremely exacting techniques.

instant overhead — No attack is truly "instant," but some air **basic attacks** performed just after leaving the ground for a **jump** do a good impression.

judgment — When a match ends by time-out, with neither side having won outright, the winner is determined by remaining **vitality**. This is called judgment.

juggle — Jargon referring to a character striking an opponent who is in the air, stuck in aerial **hitstun**. Used in very many, if not most, **combos**.

jump — See **normal jump** and **super jump**.

jump cancel / super jump cancel — Refers to canceling an attack with a jump of some sort. Everyone can super jump cancel (S) on hit (but not on block) simply by holding any upward direction. Some characters have basic attacks that can be canceled with a jump simply by tapping any upward direction.

jump-in — An air attack performed while jumping or flying at a grounded opponent. Useful for putting on pressure, beginning **combos**, and setting up **throws**.

kara-cancel — The Japanese term for **canceling** a move very quickly after activation, within a fraction of a second. Frequently, this is done before a move even perceptibly animates. Properties of the move **canceled** can sometimes be transferred to the follow-up move, such as forward movement.

knockdown — A knockdown is when a character is either knocked off their feet on the ground, or off-balance in the air. After being knocked down, a character automatically either **air recovers** or **ground recovers**, depending on proximity to the earth. The stricken character recovers in place automatically; they can also be directed to recover forward or backward by holding ⇨ or ⇦. Not every knockdown is created equal… while most moves cause knockdowns that lead to recovery after just a moment, some knockdowns last much longer before the character recovers. In these cases, the reeling character is still vulnerable. Once the recovery portion of a knockdown begins, reeling characters are then invincible until they are able to act (**assists** can be called during recovery, though). **Hard knockdowns** are an effect, distinct from knockdowns, in which the stricken character does not recover immediately and is instead susceptible to **OTG**-capable attacks while lying prone. Guessing games employed against recovering adversaries are called **okizeme**.

knockdown follow-up — Synonymous with **OTG**.

knockdown recovery — Hold ⇦ or ⇨ while being knocked down to use knockdown recovery to rise from the floor in the desired direction. Without directional input, characters recover in place. Characters are invincible during knockdown recovery, and **crossover assists** can be called.

launcher combo — A ground combo that leads to (S), which launches the opponent. From here, you can hold any upward direction to **super jump cancel** (S), then you can continue with an **air combo** (with "auto super jump" set to ON under operation mode options, you can simply hold down (S) to launch and then super jump automatically). Air combos that start with (S) **launcher** and end with air (S) cause **flying screen** and a **hard knockdown**. Air combos that start with (S) launcher then proceed to a directional input + (S) lead into **team aerial combos**.

level 3 hyper combo — A powerful **hyper combo** that requires three bars of **hyper meter** to use. A big reason that these hyper combos are so strong is that they are unaffected by **damage scaling,** so they make ideal **combo** enders. You can **THC** *to*, but not *from*, a lv.3 hyper combo, and lv.3 hyper combos cannot be **canceled** with **X-Factor**.

link — Perpetuating a **combo** using moves that have completely recovered rather than **canceling** or **chaining** moves. As an example, Spencer's ⇨ + (H) **overhead** can't be canceled into ⇩ ⇘ ⇨ + (S) for a combo, but the second move can be linked after the first by performing it as soon as possible.

long range — All the way across the screen, out of the immediate range of any opposing attacks. Combat at this distance is based on either **zoning** the opponent out or trying to find a way back in. The quickest threat from this distance is a fast **beam hyper combo** like Akuma's ⇩ ⇘ ⇨ + (ATK)(ATK), hold (H). The fastest way in from here is for **teleport**-capable characters to call an assist that gives them some cover, so they can teleport behind or on top of the opposing character.

low attack — An attack that must be guarded **crouching**. Many crouching attacks hit low, along with a handful of **crossover assists** (Deadpool—α, Felicia—α, Phoenix Wright—γ, She-Hulk—α, Wesker—β, X-23—β).

magic series — The combination of basic attacks a character can use to **chain combo**. Also called **chain combo archetype**.

mashing — Several definitions; can refer to pressing **basic attack** button inputs rapidly (as is required to execute certain **special moves**, or to maximize the damage of some **hyper combos**). Can also refer to unseasoned play that does not involve premeditation, reads, thinking, or **guarding**. Also slang to refer to repetitive tactics, e.g., "mashing out fireballs." (In that case, synonymous with **spamming**.)

meaty — An attack performed so that it hits very late during its **active** period. In effect, this shortens the move's **recovery** period since earlier active frames have already elapsed (the **frame advantage/disadvantage** shown in this guide assumes that a move strikes on the first possible active frame). Landing an attack "meaty" results in greater frame advantage, and thus, follow-ups/**combos** are not normally possible.

mid attack — An attack that can be **guarded** both **standing** and **crouching**. This is different from **low** and **high/overhead** attacks, which must be guarded either **crouching** or **standing**, respectively. Most standing **basic attacks** are mids. Mid attacks go mostly unspoken when talking about 2D fighting games, as they are a much more important concept in 3D fighting franchises like *Dead or Alive, Soul Calibur, Tekken,* and *Virtua Fighter.*

mid range — Refers to where characters stand on the edge of each others' **poke** range. Not as far apart as **long range**, but neither is it fighting in a phone booth at **close range**.

midscreen only — Refers to a tactic that only works midscreen and doesn't function properly in a corner. Usually, this is because of reasons of spacing, like an **assist** behaving differently in a combo in the corner rather than midscreen, or Captain America's shield having varied travel time depending on screen position.

mix-up — Presenting the opponent with a situation where they have to guess between oncoming threats. A good mix-up demands that options be defended against differently, such as deciding between **guarding low**, **high**, or breaking a **throw**.

negative edge — Button presses in *Street Fighter* register on release as well as the initial press, for purposes of **special moves**. **Negative edge** refers to using the release to activate special moves. Negative edge is *NOT* an engine feature in *UMvC3*.

normal attack — An attack performed by pressing (L), (M), or (H). The resulting normal attack varies depending on whether a character is crouching, standing, or airborne. Synonymous with **basic attack**.

normal jump — An upward leap into the air, accomplished by tapping any upward direction. Sometimes called normal jump to distinguish from **super jump**, the latter of which is accomplished by tapping ⇩ just before any upward direction. **Crossover assists** can be called during normal jumps, unlike super jumps. Some characters cannot perform the full air **chain combo** during a normal jump. **Flight** activated during a normal jump adopts the properties of a normal jump. Characters struck in midair will be in a normal jump state after **air recovery**.

OCV — Initials meaning **o**ne-**c**haracter **v**ictory. Refers to winning without swapping out the first point character. Typically quite embarrassing for the victim! The only fate worse is getting **perfected**…



option select — An advanced fighting game concept, critical to successfully employing and defending against **mix-ups** and **guessing games**. An **option select** is a combination of inputs or actions that can defeat or defend against multiple options at once, removing some of the guesswork from playing. An example would be always performing H **basic attacks** as ⇦ or ⇨ + H. Doing this means that you sometimes score **throws** or **break away** just because you happened to be doing the throw input also. Without being in position to throw, or without a throw incoming to break, you'll simply perform a heavy attack, which is what you wanted to do anyway—"accidentally" scoring a throw, or breaking one, is just icing on the cake.

OTG — Initials meaning **o**ff **t**he **g**round. While opponents are floored from a hard **knockdown**, they can only be hit by OTG-capable attacks. It is possible to OTG repeatedly in the same combo. Situations where **OTGs** are possible occur after any **hard knockdown**. While some characters are capable of OTG combos on their own (an extremely valuable ability), other characters require the services of OTG-capable **crossover assists**.

overhead — Synonymous with **high attack**. Most air attacks are overheads, as well as some **command attacks, special moves**, and **crossover assists** (Akuma—γ, C. Viper—γ, and Nova—β).

partner — An ally waiting in the wings, ready to assist. Call them in for a **crossover assist** by tapping P1orP2 . Hold P1orP2 for a **crossover attack**, an **overhead** strike that also replaces the **point character** with the chosen partner. While **guarding** on the ground, tap ⇨ + P1orP2 for a **crossover counter**, which also swaps control to the partner. **Team aerial combos** also employ partners, as do **team hyper combos** and **crossover combinations**.

partner's vitality gauge — The **vitality gauges** for **partners** are displayed above and below the vitality gauge for the current **point character**. "ASSIST OK!!" is displayed on this gauge whenever a partner is ready to be called again, though assists can actually be summoned again a few frames before ASSIST OK!! appears.

perfect — A win achieved without sustaining *any* damage (or by sustaining **red damage**, but having it regenerate before the match ends). The chaotic team-based nature of *MvC3* makes perfects *exceedingly* rare compared to other fighting games—the vast majority of players will never score a perfect in *MvC* titles! As with **OCV**, it's pretty humiliating to be on the receiving end!

plink — A term that refers to pushing a button exactly one frame after another button. Originated from *Street Fighter IV*, where plinking allowed for much easier **linking**. In *UMvC3*, plinking has various uses, the most prominent of which is to **kara-cancel dashes** or **airdashes** into one another. Plinking is indicated by button presses separated by a tilde, as in M~H (in that example, press H immediately after M).

point character — The character currently being directly controlled on-screen. The directional inputs, **basic attack** buttons, and **special attack** button are used to issue commands to the point character. **Partners** wait in the background, ready to be summoned as **crossover assists** by tapping P1orP2 .

poke — An attack that, because of speed, priority, or range, is relatively safe to use for pressuring or **zoning** your opponent.

primary assist — A character whose primary purpose on your team is to provide the main **crossover assist**.

primary user — A character whose primary purpose on your team is to expend **hyper meter**.

priority — The likelihood that one attack is going to beat another.

projectile — A ranged attack that is a distinct object, separate from the character who produces it. Many characters have **projectiles**, which are valuable for both **long range** tactics and **close range** pressure. **Beams** have similar function, but they work slightly differently. When projectiles clash with other projectiles or beams, the projectile that wins the exchange and continues forward is determined by hidden values called **projectile priority** and **durability points.**

projectile priority — When **projectiles** or **beams** (or attacks that can destroy projectiles, such as some of Dormammu's or Sentinel's **basic attacks**) strike each other, hidden properties dictate which projectile wins. The first check is **projectile priority.** Projectiles either have low, medium, or high priority against other projectiles or projectile-like attacks. Higher-priority projectiles destroy lower-priority projectiles outright. When equal-priority projectiles collide, **durability points** come into play, and the two projectiles chew away at each other's durability points until the lesser projectile is destroyed.

pushblock — Another term for **advancing guard**.

recovery — The period during which a move is still animating but is no longer **active**. Characters are vulnerable during this period. **Canceling** a move avoids this period altogether.

red damage — Damage that has been sustained but is not yet permanent. Half of initial damage on **point characters**, and all damage on **partner characters**, is inflicted as red damage. Partner characters recover red damage over time, and point characters recover red damage during **X-Factor** (and a few other methods, such as Dante's Devil Trigger **hyper combo**). A partner's red damage becomes permanent if they become the new point character via: a crossover attack (hold P1orP2); the previous character is knocked out; the opponent forces them in with a **snap back** ⇩⇦⇨ + P1orP2).

reset — Intentionally ending a **combo** in a confusing manner, such that another combo or **mix-up** can be started up. Often attempted in order to circumvent **damage scaling**, since starting a new combo resets the combo meter and thus the scaling.

recovery roll — After being **knocked down**, stricken characters rise in place automatically, but they can also be made to roll by holding either ⇦ or ⇨ . Rolling to one side or the other keeps the waiting opponent on their toes, forcing them to act differently than if they could be sure of where you'd stand. Crafty competitors often have **mix-ups** ready to spring on rolls, however, so watch out. Also called **knockdown recovery**. Characters rolling to their feet are invulnerable, and **crossover assists** can be called while rolling! The aerial counterpart to recovery roll is **air recovery**.

reversal — Performing a move at the first possible frame following the end of **guardstun/hitstun/knockdown** states. Moves that are invincible on the first frame make the best reversals, as nothing beats them out. Reversal is also used as a generic term describing any situation in which you thwart (or reverse) the opposing player's intentions.

safe on guard/block — Refers to attacks that do not leave the user open to guaranteed punishment if **guarded**.

simple mode — A simplified control scheme that can be selected instead of normal mode. **Special moves** and **hyper combos** do not require motions and can instead be activated with the press of a button. Not all attacks and tactics are available in simple mode, however. This guide assumes the use of normal mode, but the tactics do translate to simple mode, as long as the recommended options are actually available. Simple mode is detailed more thoroughly earlier in this chapter.

spamming — Refers to repeated use of a given move or tactic, e.g., "spamming **triangle jumps**" or "spamming **fireballs**." Can be synonymous with **mashing**.

special attack — An attack performed with S . Differs depending on whether your character is grounded or airborne. S can be chained into from almost any **basic attack**. Grounded S will **launch** the opponent. During a launcher combo, neutral air S causes a **hard knockdown**, while direction + S causes an **air exchange** hit that leads to a **team aerial combo.** The special attack button is also used for some **special moves**, such as ⇩⇙⇦ + S **flight** and the S + ATK specials possessed by much of the cast.

special move — An attack or action performed with a sequence of commands, ending in an attack button press. Most **basic attacks** can be **canceled** into special moves, which forms the backbone of **combos**. Specials themselves can (mostly) be canceled into **hyper combos**.

spinning knockdown — **Knockdown** effect caused by certain moves. The duration of the spinning knockdown varies depending on the move used to cause it. After the spinning effect, the victim **air recovers** or **ground recovers**, depending on where they end up.

square jump — Refers to using lateral **airdashes** performed very low to the ground. Can also be called an instant airdash, squaredash, or box jump. Square jumps are used to strike the target with a fast **overhead** attack, to pass just over their heads with a **cross-up**, or to pass clean over the foe, hopefully after having called a **crossover assist** that lands on the side your character just vacated. Doing the same thing but using a diagonal airdash rather than a lateral one is called a **triangle jump**.

stagger — **Hit state** caused by certain attacks, like Amaterasu's Thunder Edge ⇨⇨ + H (hold). Victim staggers on their feet and is vulnerable to further punishment.

standing — A character idling, walking, or **dashing** on the ground is in a standing state. This is distinct from **crouching** or **jumping**. **Basic attacks** performed are the standing variants, and any **flight** mode initiated has the characteristics of a normal jump. Characters must **guard** while standing to block **overhead** attacks; **low** attacks crush standing guard. When standing basic attacks are required for **combos,** we will preface these attacks with "STANDING," or the abbreviation "ST." in our combo transcriptions.

standing guard — Accomplished by holding ⇦ . **High** and **mid** attacks can be guarded standing. **Low** attacks will not be guarded, and **throws** cannot be guarded.

startup — The length of time a move takes to become **active** and capable of connecting, assuming it strikes on the first possible active **frame**. The fastest attacks are active in as few as 2 to 4 frames, and **throws** are active in 1 frame.

super armor — Property innate to certain moves, in which one incoming hit will be absorbed without interrupting the attack.

super jump — Performed by quickly tapping down, then any upward direction within 9 frames. Super jumps go much higher and travel farther than normal jumps. **Chain combos** and **command attack** use are unrestricted during super jumps. **Crossover assists** cannot be called during a super jump, however. **Flight** activated during a super jump inherits the properties of a super jump.

tag-in — On the ground: see **crossover attack.** In the air: see **air exchange** and **team aerial combos.** Using **hyper combos**: see **team hyper combos.** Using **guard**: see **crossover counter.**

taunt — Activated by pressing Select or Back, this is a humorous action designed to rile your opponent. No other effect. Cannot be **canceled** with other actions, except **X-Factor** activation.

team aerial combo (TAC) — An **air combo** in which the next partner is swapped in to continue the aerial assault. Accomplished by **chaining** into ↑ or ↓ or ← or → + S after **launching** an opponent. These **special attacks** are often called **air exchange** or **air tags.** ↓ + S builds an entire bar of **hyper meter**, while → or ← + S ERASES one of your *opponent's* hyper meter bars! ↑ + S deals slightly more damage and puts your competitor into better **juggle** position (but has no unusual hyper meter consequence). For each character who tags in during a **TAC**, normal **hitstun decay** is ignored, allowing extended **air combos** that are otherwise impossible.

team aerial counter — **Team aerial combo** (TAC) attempts can be thwarted by pressing the same command your opponent used to execute the combo within 15 frames: either ↑ + S, ↓ + S, or ← or → + S (the game does not differentiate between ← or → + S in air combos). You are only allowed one escape "guess" per TAC break window, and inputting neutral S (which itself does not count as a potential team aerial counter command) prevents a correct direction + S input afterward! The different **air exchange** hits are actually color-coded to aid the potential escapee: upward is red, sideways is green, and downward is blue.

team hyper combo (THC) — While a **hyper combo** is in progress, input a hyper combo command for the next character in the team order, and that character will tag in with that hyper combo. This is called a team hyper combo. You can continue to team hyper combo until you either run out of **hyper meter** or until all three characters have participated. Team hyper combos are invaluable for extending **combos** and for tagging out ailing characters safely.

tech — Generic term referring to an escape action, such as "tech throws" or "tech rolls."

teleport — A warping movement power possessed by many characters. Teleports are vital for offense and cross-ups.

throw — An **unguardable** attack performed with → or ← + H at close range. Throws are possible both on the ground and airborne, and they are active in 1 frame. Almost all throws result in a hard **knockdown** that the opponent can't quickly recover from, which often allows an **OTG** follow-up depending on character and position. Normal throws can be escaped if the victim inputs → or ← + H within 7 frames of the start of the throw. **Special move** throws, often called **command throws**, are executed with directional sequences followed by a button press, and these are not escapable.

tick — A quick move used to incite a particular reaction. For example, most crouching **light attacks** give an opponent the expectation that more crouching attacks are coming, inducing them to hold down-back passively. This presents an ideal opening to step forward and **throw**. Unsurprisingly, this common tactic is called a "**tick-throw**." Once your adversary is conditioned to expect a throw after the tick, you can then chain into **delayed** attacks after the tick to potentially **counterhit** their throw **reversal** attempt—this kind of layered baiting, with measured, intentional gaps, is called a **frame trap**.

tiger knee — Originated with *SFII*'s Sagat, whose Tiger Knee **special move** required a command of ↓ ↘ → + kick. In *UMvC3*, tiger knee motions are usually used to combine the commands for a **jump** with a special move, so the special is performed at low altitude just after a character leaves the ground for a jump.

timer — The clock ticking away remaining match time at the top-center of the screen. When this hits 0, the team with the most vitality remaining is declared the winner. If both teams have the same exact amount of life left (based on percentage of **vitality gauges** still full), the match is declared a **draw**. (In *MvC* games, a draw is even more rare than a **perfect**!)

triangle jump — Refers to using diagonal **airdashes** immediately after a jump to return to the ground quickly, potentially with a **high**-hitting air attack. Fast mix-ups between triangle jump air hits and **low** attacks are very hard to **guard** consistently. Using lateral airdashes to achieve the same effect is called **square jumping**.

unfly — Generically, simply refers to ceasing **flight** by re-inputting the command ↓ ↙ ← + S. Unfly can also refer to using the manual cancelation of Flight to **cancel** the **recovery** of an air **basic attack**. Unfly allows for extended **air combos** after flight expires. Characters can also unfly and **guard** in midair while falling to the ground to block incoming attacks.

unguardable — An attack that cannot be guarded. **Throws** are unguardable, as are some moves like C. Viper's fully charged Focus Attack. Also called **unblockable.** Situations that are unblockable, or close enough to be indistinguishable, can also be created by striking simultaneously with **overhead** attacks along with a **low**-hitting **crossover assist,** or vice-versa (Deadpool—α, Felicia—α, Phoenix Wright—γ, She-Hulk—α, Wesker—β, and X-23—β hit low; Akuma—γ, C. Viper—γ, and Nova—β are overheads).

unsafe on guard — Refers to attacks that are risky when blocked because an alert opponent is assured an opportunity to punish you.

verification — Refers to insuring that an action is successful before performed desired follow-ups. Success is dependent of the speed of the attacks and the reaction time of the player. Also called **hit confirmation**. Verification is a vital skill to avoid needlessly using resources or putting yourself at unnecessary risk.

vitality gauge — The meter at the top of the screen that displays remaining health. When this is depleted, a character is knocked out. **Red damage** is not permanent, and it can be recovered.

wakeup — This refers to the frequent situation where one character is standing and another is floored, waiting to rise with **ground recovery**. The standing character has a large advantage here, since mix-ups can be staged against a floored foe as they recover from the ground. The Japanese term for mix-ups staged against a rising foe is **okizeme.**

wall bounce — Hit effect in which a character is ricocheted forcibly off the wall. Victim is vulnerable to further punishment. Only one wall bounce is allowed per **combo**.

wavedash — **Canceling** one **dash** into another to cover space more quickly. Required for certain combos and more or less just required for movement in high-level play, which is characterized among other things for its speed. Wavedashing is accomplished by interrupting a dash by tapping down to **crouch**, then dashing again. It's faster to use command dashes (ATK ATK) than double taps for this (alternating ATK ATK, ↓, ATK ATK is by nature faster than → →, ↓, → →; it's basically three inputs versus five).

whiff — Missed attacks, whether intentional or not.

X-Factor — System new to the *MvC3* series in which, once per match, a team can unleash its true potential for a brief period. Activated with L + M + H + S. Speed and damage output are increased, and **red damage** recovers more quickly. The effect is more substantial with fewer characters still standing. New to *UMvC3*, X-Factor can be activated at *any time*, whether grounded or airborne, except during **hitstun**, **throws**, or **lv.3 hyper combos.**

X-Factor cancel — **X-Factor** can cancel almost any action, at almost any time. X-Factor can therefore be used to create otherwise-impossible **combos** and setups. **Canceling** other actions with X-Factor is indicated in our combo transcriptions with ⌘.

zoning — Refers to keeping your opponent in a particular range that is beneficial to your characters and gameplan, while being detrimental to theirs.



Gonna Take You For A Ride: The History of *Marvel vs. Capcom* (Updated!)

1994: *X-MEN: CHILDREN OF THE ATOM*

1995: *MARVEL SUPER HEROES*

1996: *X-MEN VS. STREET FIGHTER*

1997: *MARVEL SUPER HEROES VS. STREET FIGHTER*

1998: *MARVEL VS. CAPCOM: CLASH OF SUPER HEROES*

2000: *MARVEL VS. CAPCOM 2: NEW AGE OF HEROES*

FEBRUARY 15TH, 2011: *MARVEL VS. CAPCOM 3: FATE OF TWO WORLDS*

NOW: *ULTIMATE MARVEL VS. CAPCOM 3*

Video games haven't been around for very long. Their tenure as an accepted and important part of modern culture is even shorter. Their utility as a forum for recognized, skilled competition is briefer still. This is easy to take for granted now in the days of photo-realistic blockbuster games that reproduce settings real and imagined to the finest detail, which foster and support international competitive scenes and tournaments, while sometimes out-grossing Hollywood films. Where games started as rudimentary text interfaces, or a paddle wheel, or a directional control and a single button, we now have controls sometimes approaching the nuance of a musical instrument.

Of course, things didn't start out that way. During its infancy, gaming was regarded as a single-player diversion for children. Controls were simple, by and large. Direct competition between players was non-existent outside of competing for high scores, which themselves were attained mostly through memorization, pattern recognition, and sheer endurance. Dallas-based id had not yet essentially created both online competitive play and catapulted the fledgling FPS genre with *DOOM*. Midway's *NBA Jam* had not yet saturated every place it would fit into. Blizzard's monster franchises *Diablo* and *Starcraft* were years away, *World of Warcraft* further still. Arcades existed to inhale quarters with punishing games like *Double Dragon*, *Final Fight*, *Shinobi*, and *TMNT*.

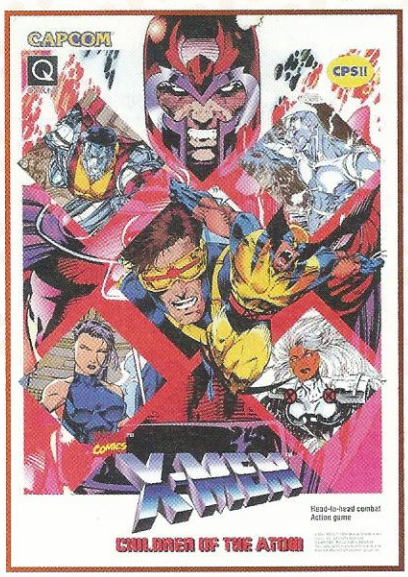
But then, in 1991, Capcom released *Street Fighter II: The World Warrior*. The "*II*" in the title may as well be apocryphal; *Street Fighter* the first bears little resemblance to its revolutionary sequel. Most games used a button or three (the original *Street Fighter* famously had arcade cabinets with only one large pressure-sensitive button, the primary purpose of which seemed to be to break). This game used *six*, all of which had many different contextual results (jumping, standing, crouching). Does that seem quaint now? It wasn't, then. In action games at the time, player-controlled characters had an arsenal of actions numbering in the single-digits. In *Street Fighter II*, every single character had dozens of moves, and there were a dozen distinct characters. With a few exceptions, most characters were decidedly different, creating an interlocking web made of dozens of different matchups, each with their own ins and outs.

SFII was, simply put, the quickest and most complex video game yet seen for head-to-head competition, requiring for success the highest dexterity, along with the most practice and foreknowledge. A new genre was born, and the purpose of arcades (and gas stations, and convenience stores, and pizza places, and bus stops, and bowling alleys) changed entirely. If you wanted to play Pop-A-Shot, ski-ball, a skill crane, or pinball, you'd have to shoulder past dozens of players crowded around *SFII* cabinets, players clutching their dot-matrix-printed move sheets or their now-ancient issues of *GamePro* filled with movelists and ProTips; players unbridled in their enthusiasm to see who was the best.

Arcade machines then still represented the cutting edge; not until the Sega Dreamcast and Sony PlayStation 2 did consoles start to catch up to the experience of the best arcade titles, and not until the Xbox 360 did the online experience begin to catch up to the social feel of the arcade. For a time, arcades were not the fringe establishment they are now: absent in most places, usually corporate or gimmick-driven where they remain. Instead, arcades were *the* definitive gaming experience. Only a few bastions remain in North America to remind us of what once was... Game Galaxy in Nashville, or Arcade UFO in Austin, or Family Fun Arcade in Los Angeles, to name a few that hold out against the proverbial dying of the light.

But, while traditional arcades are largely a relic today, those players are still around, still huddled, still boisterous in their passion and razor-sharp in their skill. The difference is that now you'll find them online, or at tournaments, or at your cousin's house, or you'll invite them over, or meet up with them at websites like shoryuken.com. And *SFII* is now not the only game in town (though, amazingly, it's still around—see the recent success *Super Street Fighter II: HD Remix!*). Competitors from other developers sprang up more or less immediately, and *SFII* itself directly spawned dozens more fighting games from Capcom. The core of most of these games is not so different—controls are generally still rooted in the fundamentals laid down by *SFII*—but the important aspects of gameplay in each title and series differ greatly.

Almost all of these titles, even today, feature one-on-one battles with mechanics and pacing that resemble *SFII*. But in 1994, Capcom went for something a little looser, less rigid and disciplined than the *SFII* series. Drawing on the massive treasure trove of beloved Marvel Comics creations, Capcom released ***X-Men: Children of the Atom*** (usually referred to in fighting game circles as, simply, ***COTA***). This was the first game in a string of beefed-up fighters that kept the bedrock concepts of *SFII*, but, in the details, spun off in a new direction entirely. This was the beginning of what is now known as the "***Vs.***" series, the fighting game taxonomy that leads directly to ***Marvel vs. Capcom 3: Fate of Two Worlds***. Foreshadowing the fully fledged crossover games that later defined the *Vs.* series, Capcom's Akuma was even present as a secret character!



X-Men: Children of the Atom *Roster*

Akuma (secret character)
Colossus
Cyclops
Iceman
Juggernaut (sub-boss)
Magneto (boss)
Omega Red
Psylocke
Sentinel
Silver Samurai
Spiral
Storm
Wolverine

The next year, in 1995, COTA would get an indirect sequel in the form of ***Marvel Super Heroes*** (or ***MSH***). New heroes and villains appeared, and gameplay was spiced up further with the introduction of Infinity Gems, Thanos-related power-ups that could be picked up to enhance the power of your character.

Marvel Super Heroes *Roster*



Blackheart
Captain America
Doctor Doom (sub-boss)
Hulk
Iron Man
Juggernaut
Magneto
Psylocke
Shuma-Gorath
Spider-Man
Thanos (boss)
Wolverine

Another year brought another update, and ***X-Men vs. Street Fighter*** released in 1996. Now, things were heating up! Fulfilling the potential hinted at with secret Akuma in *COTA*, *X-Men vs. Street Fighter* (predictably usually just called ***XvSF***) was a full crossover battle between Capcom and Marvel characters! Not only was this the first crossover fighting game, but it was also the first game to forgo one-on-one fighting for team combat. As the first team-based fighter, it also blazed a trail in the sense that characters fought together, rather than simply one after the other (as is the case in most team-based fighting games since). Battles were fast and fluid, and deep team dynamics emerged—with two characters to your team, you could have some match-ups that were bad for one hero, but good for the other; you could have one character that you preferred to use hyper combo gauge with, while the other primarily built it up; and so on. *XvSF* was very popular, but this popularity underscored the disparity that then existed between arcades and consoles—the eventual PlayStation 1 version was stripped down, removing the tag battle feature that made *XvSF* stand out. Home consoles at the time simply lacked the memory to handle all the action and characters! However, the Japanese release of the Sega Saturn version actually came with a RAM cartridge that upped the system's capabilities specifically to run *XvSF* at full potential. Fighting games would not just increase the complexity of gaming—they pushed the envelope for hardware requirements, as well!

X-Men vs. Street Fighter *Roster*



Marvel
Apocalypse (boss)
Cyclops
Gambit
Juggernaut
Magneto
Rogue
Sabretooth
Storm
Wolverine

Capcom
Akuma
Cammy
Charlie
Chun-Li
Dhalsim
Ken
M. Bison
Ryu
Zangief

XvSF earned the first direct sequel in the *Vs.* series with 1997's ***Marvel Super Heroes vs. Street Fighter***. This title retained the tag-team fighting of its progenitor, while adding the ability to directly call your off-screen teammate to briefly assist in battle—apart from the initial tag-team concept in the first place, this would become *the* defining trait of the then-forthcoming *MvC* series. Like *XvSF*, ***MSHvSF*** would require the services of the Sega Saturn's RAM cart for a faithful home version, and even then only in Japan, as the PlayStation 1 port again excised features. Happily, with the release of the Sega Dreamcast around the corner, this kind of feature-stripping to squeeze arcade games onto home ports was close to being a thing of the past.

Marvel Super Heroes vs. Street Fighter *Roster*

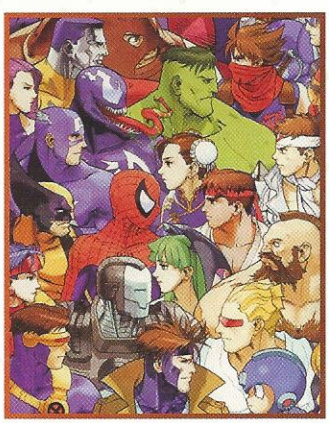


The full promise and breadth of ideas attempted in *COTA*, *MSH*, *XvSF*, and *MSHvSF* were then synthesized into the first of a new series that would become a sensation. ***Marvel vs. Capcom: Clash of Super Heroes*** released in early 1998, with a Dreamcast port following around a year later that was, for the first time, virtually indistinguishable from the arcade version. ***MvC1*** retained the tag combat of *XvSF* and *MSHvSF*, while casting the Capcom net wider to include characters from throughout Capcom's franchises rather than just *Street Fighter*. Assists, first present in *MSHvSF*, returned, though tweaked—rather than use the off-screen partner as an assist, an assist-only helper character was selected along with the two actual point characters for a team. This helper was selected from a random reel, though secret codes allowed precise selection of a desired assist. Assists could only be used a limited number of times per match; a limitation that did not apply to MSHvSF or subsequent titles in the *MvC* series. *MvC1* also introduced Duo Attacks—tremendous displays of power in which both characters on a team came on screen simultaneously, both controlled by the player at once, both capable of infinite hyper combos for the duration of the Duo Attack!

Marvel
Apocalypse (sub-boss)
Blackheart (secret version: Mephisto)
Captain America (secret version: U.S. Agent)
Cyclops
Hulk
Omega Red
Shuma-Gorath
Spider-Man (secret version: Armored Spider-Man)
Wolverine

Capcom
Akuma
Chun-Li
Dan
Dhalsim
Ken
M. Bison
Ryu
Sakura (secret version: Evil Sakura)
Shadow (Evil Charlie)
Zangief (secret version: Mecha-Zangief)
Cyber-Akuma (boss)

Marvel vs. Capcom: Clash of Super Heroes *Roster*



Marvel Point Characters
Captain America
Gambit
Gold War Machine (secret character)
Hulk
Onslaught (boss)
Orange Hulk (secret character)
Red Venom (secret character)
Spider-Man
Venom
War Machine
Wolverine

Marvel Assist Characters (not available as point characters)
Colossus
Cyclops
Iceman
Jubilee
Juggernaut
Magneto
Psylocke
Rogue
Sentinel
Storm
Thor
U.S. Agent

Capcom Point Characters
Captain Commando
Chun-Li
Jin
Lilith (secret character)
Mega Man
Morrigan
Roll (secret character)
Ryu
Shadow Lady (secret character)
Strider Hiryu
Zangief

Capcom Assist Characters (not available as point characters)
Anita
Arthur
Devilotte
Lou & Siva
Michelle Heart
Pure & Fur
Saki Omokane
Shadow
Ton Pooh
Unknown Soldier

For most gamers, the Sega Dreamcast represents a quirky footnote in console gaming history. In both chronology and horsepower, it was sandwiched ahead of the original PlayStation, N64, and Sega's own Saturn, and behind the PlayStation 2. The PlayStation 2 did the Dreamcast no favors by releasing not very long into the Dreamcast's abbreviated lifecycle. By the time the original Xbox rose to compete with the PlayStation 2, the Dreamcast was already becoming a memory—to be sure, the home of some truly memorable titles like *Seaman* and *Shenmue*, but ultimately proof of the growing pains of nascent high-fidelity console gaming.

For fighting game enthusiasts, though, the Dreamcast was the most important console yet produced; it might still be. Finally, compromises did not have to be made when bringing arcade fighting games into the living room, and a veritable deluge of Capcom titles followed, to say nothing of offerings from other developers. From Capcom alone, the Dreamcast hosted *MvC1*, *Street Fighter Alpha 3*, every version of *Street Fighter III* (*New Generation*, *2nd Impact*, and *3rd Strike*), *Power Stone* and *Power Stone 2*, *Plasma Sword*, *Rival Schools: Project Justice*, and both *Capcom vs. SNK: Millennium Fight 2000* and *Capcom vs. SNK 2: Mark of the Millennium*. To this day, some gamers maintain working Dreamcast consoles to play the best versions of some fighting titles. Nowhere else is this more the case than with ***Marvel vs. Capcom 2: New Age of Heroes*** (or, simply, ***MvC2***). This sequel to *MvC1* released in 2000 with an *enormous* roster and greatly expanded mechanics over its predecessors. Teams were three characters instead of two; the hyper meter topped out at five bars; the entire team could attack at once with what were then called team hyper combos (in *MvC3*, this has become the crossover combination); assist calls were potentially limitless and performed directly by the point character's teammates. In general, the team dynamics introduced in earlier *Vs.* titles were emphasized even further, while the over-the-top nature of the combat itself was highlighted, as well.

Marvel vs. Capcom 2: New Age of Heroes *Roster*



Marvel

Blackheart
Cable
Captain America
Colossus
Cyclops
Doctor Doom
Gambit
Hulk
Iceman
Iron Man
Juggernaut
Magneto
Marrow
Omega Red
Psylocke
Rogue
Sabretooth
Sentinel
Shuma-Gorath
Silver Samurai
Spider-Man
Spiral
Storm
Thanos
Venom
War Machine
Wolverine (Adamantium claws)
Wolverine (Bone claws)

Capcom

Abyss (boss)
Akuma
Amingo
Anakaris
B.B. Hood
Cammy
Captain Commando
Charlie
Chun-Li
Dan
Dhalsim
Felicia
Guile
Hayato
Jill Valentine
Jin
Ken
M. Bison
Mega Man
Morrigan
Roll
Ruby Heart
Ryu
Sakura
Servbot
SonSon
Strider Hiryu
Tron Bonne
Zangief

Somewhat simultaneously, several things happened. The internet came truly into form in the late 1990s and early 'aughts, leaving behind the detritus of bulletin board systems, usenet groups, and IRC channels for fully formed websites and forums. Two brothers from California, fans of fighting games, started the seminal website shoryuken.com, the natural and more concrete extension of usenet's alt.games.SFII, where serious fighters gathered for mutual discussion, debate, and derision. The rise of SRK (the shorthand by which readers refer to shoryuken.com) as a meeting place made *MvC2* the first, and most important, competitive fighting game of the online era. Never before had detailed information been available so readily, and never before had match videos been so easily attainable. The eventual inception of YouTube only enhanced this synergy. Fighting games had flagged somewhat in the face of burgeoning online play, drifting arcade revenue, and home consoles that finally matched the capabilities of dedicated arcade boards. *Marvel vs. Capcom 2* re-energized the scene, while elevating the general level of play and the number of skilled players to previously unseen heights.

But it was not just this synergy that propelled *MvC2* to a decade of competitive and commercial success. The game is astounding in its own right. Unrestrained in its action, polarizing in its immense and heavily stratified roster, seemingly accessible on the surface but with a gameplay rabbit hole that goes down further than the Challenger Deep, everyone knew about *Marvel vs. Capcom 2*. It became the reason to own a Dreamcast long after the Dreamcast presses stopped, whether you were a casual gamer who wanted to mash out fun with your friends or a hardcore tournament "head" looking to perfect your Magneto resets and Sentinel fast flies at home. Upon its triumphant re-release on Xbox Live Arcade and PlayStation Network in 2009, *MvC2* immediately shot up the charts as one of the most-bought and most-played titles…*10 years after its initial release*, and in direct competition with ridiculously successful modern online franchises like *Halo* and *Call of Duty*.

While *Street Fighter II* has its following and its tournament players to this day, and now *Street Fighter IV* has performed its own trick of revitalizing the scene yet again, there is something of a public relations problem with the keystone fighting game franchise. It can be difficult or even impossible for a casual fan to tell the difference between two pros engaging in an intense, measured zoning war, versus just two players who happen to know how to throw fireballs at each other. Apart from the happy happenstance of the release of *MvC2*, the rise of the internet, and the start of shoryuken.com, the mark of the *Vs.* franchise, *Marvel vs. Capcom 2* in particular, and now *Marvel vs. Capcom 3*, is that there is nothing subtle about it. It is blatantly obvious, and in the most excessive, wonderful, outrageous way possible, when someone knows what they are doing. Using the most open movement and combo systems of any fighting game to date, some players truly reach for the heights of artistry with their play, elevating as far above and beyond average players as professional musicians and athletes do beyond the amateur hobbyist. *Marvel vs. Capcom* is not Kurt Rambis doing the small things to win basketball games…it is Michael Jordan issuing a clarion call, making the gulf obvious beyond a shadow of a doubt, and making it seem effortless in the process.

That is the ultimate legacy of *Marvel vs. Capcom*—combat unmatched in excess, unquestionable in depth, unrivaled in breadth. If *Street Fighter 1* was klondike, and *Street Fighter II* is poker (a comparison we are hardly the first to make; incidentally, many tournament SF players make great cardslingers!), *Marvel vs. Capcom* is a wild variant—let's say pineapple with 4s, 8s, and queens wild.

You didn't think it could happen, we didn't think it could happen, but here we are. A decade later, beyond the death of arcades and the predominance of online play, after three console generations and legal wrangling unimaginable between juggernaut intellectual properties, no one is happier than your humble authors to say:



WELCOME TO *MARVEL VS. CAPCOM 3*!

EVOLUTION OF THE METAGAME: THE ROAD TO ULTIMATE MARVEL VS. CAPCOM 3



A game is constituted of a set of rules designed to determine the outcome of a friendly competition. In a game like chess, the rules of the game, and therefore the game itself, is constituted of things like the way the pieces are allowed to move, the ways the pieces are allowed to interact with each other, and the requirements for the game to end. That's not any different than in *UMvC3*: the outcome is determined, one way or another, by the vitality gauges and the timer, and players interact with each other through the capabilities of the characters.

So, in chess, pawns typically move in a straight line but capture diagonally and usually not more than one square at a time (with exceptions), while bishops can move only diagonally but with no restriction on the number of spaces at a time; in *UMvC3*, Frank West can send zombies after his opponent and roll through them to generate confusion, while Doctor Strange can harness magic projectile attacks, flight, and teleportation. And in chess, a king may be checkmated, or a player may resign, or the situation may devolve such that no side can really win, and a stalemate is achieved. In *UMvC3*, one side can have the vitality drained from all three heroes and lose, or they can have a lower percentage of overall vitality remaining than the opposing team when time expires; in rare cases, time will expire and both sides will have the exact same percentage of remaining vitality, and a draw occurs.

The metagame is the deeper game that springs into being because players produce unpredictable results inside the ecosystem of hard rules. If there's a weak point in the wall of the game's design, people will find a way to break it down and produce unintended consequences. Knowing the rules of the game and the capabilities of the pieces or characters is no longer enough. You have to know what your opponent knows. Ideally, you know more than he or she does.

In chess, ideas and knowledge have evolved for hundreds of years and have become consensus truisms like: control the center of the board; array your pieces in complementary arrangements (such as pawns in triangle formations); playing as the white side is better (the only asymmetrical design feature in chess being, after all, that the white side goes first).

TESTING GROUNDS

In *MvC3*, ideas and knowledge have evolved throughout the game's development, during which it was shown to fans in advance of release numerous times, in varying states of completion. Consensus knowledge began to develop in earnest upon the game's release, of course, which precipitated a robust competitive scene. There were already tournaments pre-release at Capcom Fight Club events and gaming conventions like PAX, and release day tournaments at some GameStop retail locations. This continued on with events like Final Round in Atlanta, tournaments at The Box Arena in San Diego, the NorCal and SoCal Regionals, and ReveLAtions in L.A., among many others, such as the Wednesday Night Fights streaming tournament series. Ideas about the way *MvC3* plays out had fresh cement poured on their foundation at Evo 2011, the biggest tournament of the year.

These events serve as touchstones in the evolution of *MvC3*'s metagame. Early tournaments featured heavy use of Sentinel, thus prompting strong, innovative players like Justin Wong to create a plethora of anti-Sentinel strategies, ultimately weakening Sentinel's viability in future competitions. Local scenes across the country spawned countless Wolverine players spamming dive kicks; the proliferation of such a consistent and easy offensive tactic led to popularizing of dive kick punishment through canceling block with X-Factor, allowing for instant retaliation. The real reason Wolverine was so good had not been truly popularized yet! At Final Round in Atlanta, Peter "Combofiend" Rosas demonstrated the importance of a strong anchor that meshes well with level 3 X-Factor (in this case, Spencer, in many cases coming back all by his lonesome in some of *MvC3*'s most exciting matches). This caused scores of players to re-evaluate their own team configurations. Needing to have a very powerful back pocket character who was ready to spend lv.3 X-Factor and a ton of meter became a given, and fighters like Wesker, Taskmaster, Dormammu, Spencer, Akuma, and Phoenix fit the role perfectly.

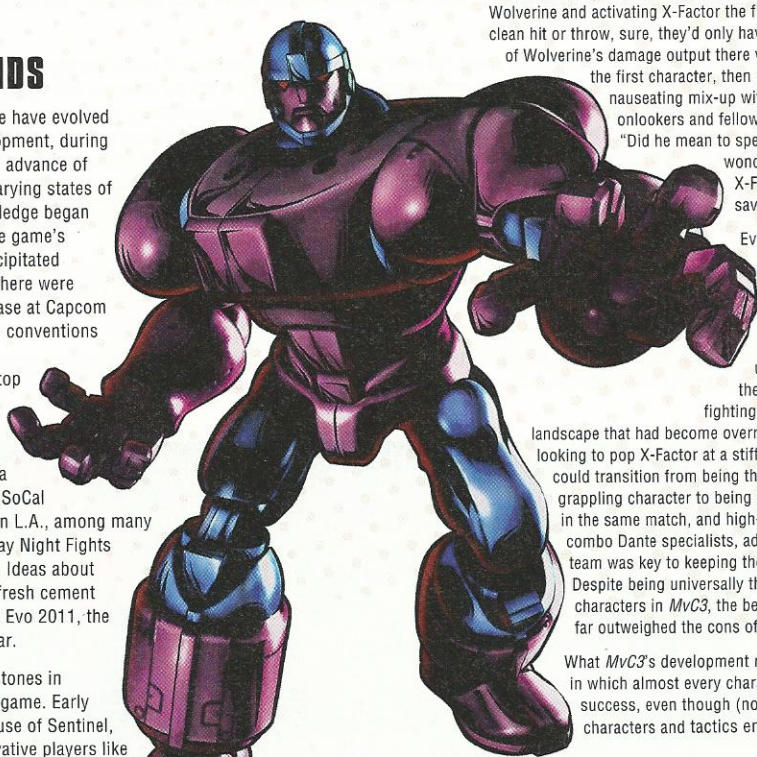


Another powerful tactic to emerge was the THC glitch. When performing a THC out of a capture/grab state (such as Jill's Raven Spike, Magneto's Hyper Grav, or Storm's Elemental Rage), the following combo would receive no damage scaling or hitstun decay penalty if performed correctly. This enabled easy 100% damage combos for many characters in the game, top tier and lower-tier alike. Characters such as Spencer, Magneto, Jill, Amaterasu, X-23, and Storm could start the trick, while characters such as Wolverine, Wesker, Taskmaster, Arthur, Dante, Sentinel, and Hsien-Ko could end it with an extremely damaging combo. Team configurations such as Magneto/Wolverine/Akuma and Magneto/Storm/Sentinel relied heavily on the use of this glitch and saw moderate success in tournament play; the THC glitch (now removed in *UMvC3*) was a method to deal big damage while hoarding X-Factor for later in the match.



Eventually, Phoenix set major tournaments ablaze, with simultaneous wins at CEO in Orlando, Florida and ReveLAtions in Los Angeles, California. Winners Hajime "Tokido" Taniguchi and Jay "Viscant" Snyder showed that the quest for Dark Phoenix, either for her or against her, is the defining conflict in *MvC3*. Phoenix's capabilities on both offense and defense end up being so great that her unapproachably low vitality is often a non-issue; fragile or not, Jean Grey is essentially unbeatable in Dark Phoenix form. Saving hyper meter and X-Factor for Dark Phoenix became the apex version of the lv.3 comeback, with the consensus view in Phoenix matches being that the match hadn't even really started yet before Dark Phoenix Rising. Dark Phoenix was *that* powerful, especially with X-Factor.

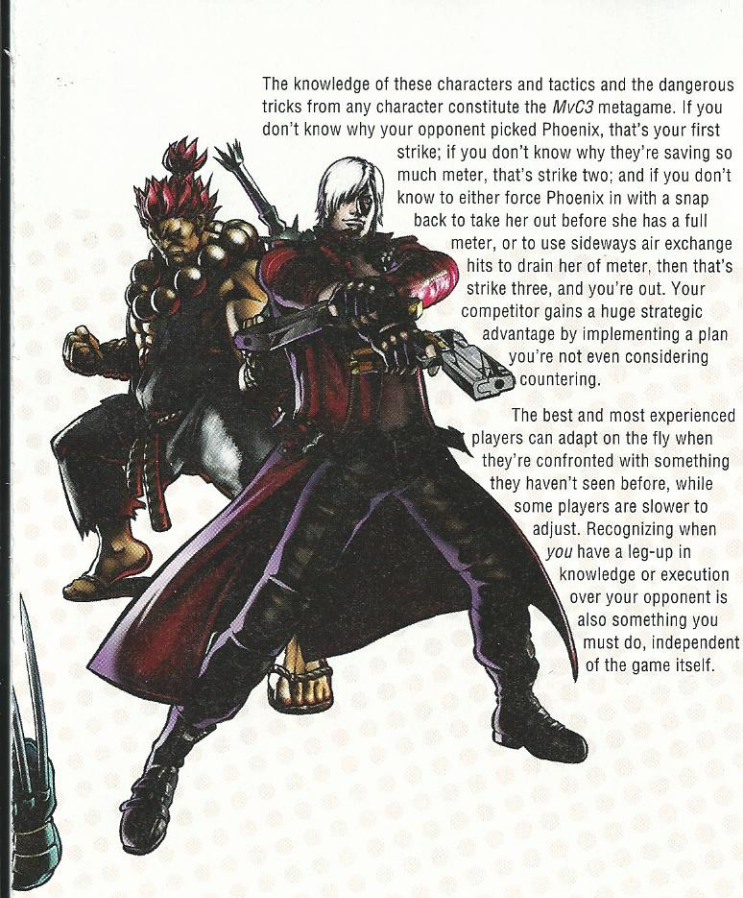
But, at the same time, Tokido and Justin Wong were already bucking the new conventional wisdom that X-Factor was a precious gem that must be squirreled away until absolutely necessary. By starting Wolverine and activating X-Factor the first time they landed *any* clean hit or throw, sure, they'd only have lv.1 X-Factor, but because of Wolverine's damage output there was still enough time to K.O. the first character, then put the next character in a nauseating mix-up with X-Factor to spare. Very quickly, onlookers and fellow competitors went from asking, "Did he mean to spend X-Factor that early…?" to, "I wonder if there are other ways I can spend X-Factor opportunistically, instead of just saving it for a rainy day?"





Eventually, while other viable tactics and characters emerged throughout *MvC3*'s span of competitive play, Viscant's team of Wesker/Haggar/Phoenix proved to be unstoppable at Evo 2011, the biggest tournament in fighting games. In a competitive landscape that had become overrun with Wolverines looking to pop X-Factor at a stiff breeze, Magnetos who could transition from being the best rushdown and grappling character to being an unbeatable zoner in the same match, and high-execution, 40-second combo Dante specialists, adopting Haggar into the team was key to keeping the rushing masses at bay. Despite being universally thought of as one of the worst characters in *MvC3*, the benefits of Haggar's invincible assist far outweighed the cons of his point game.

What *MvC3*'s development revealed was a lively game in which almost every character can be used with some success, even though (no different from every asymmetrical game ever) some characters and tactics end up being more effective most of the time.



The knowledge of these characters and tactics and the dangerous tricks from any character constitute the *MvC3* metagame. If you don't know why your opponent picked Phoenix, that's your first strike; if you don't know why they're saving so much meter, that's strike two; and if you don't know to either force Phoenix in with a snap back to take her out before she has a full meter, or to use sideways air exchange hits to drain her of meter, then that's strike three, and you're out. Your competitor gains a huge strategic advantage by implementing a plan you're not even considering countering.

The best and most experienced players can adapt on the fly when they're confronted with something they haven't seen before, while some players are slower to adjust. Recognizing when *you* have a leg-up in knowledge or execution over your opponent is also something you must do, independent of the game itself.

PARSING THE DATA

Few players really know everything about every matchup. Usually, players grow familiar with the most relevant matchups they run into frequently, and after some time, this information is disseminated around the community and congealed into tier lists. Now, you can find "tier lists" all over the internet for just about any game in existence; somewhere, someone probably has a tier list already up for ideal controls in *Modern Warfare 3*. There is a great deal of misunderstanding out there about what a tier list is, and how it can be applied.

The first caveat is simply that anyone's idea of a tier list is an opinion. Some opinions are certainly grounded more firmly than others, but they're still just opinions, and one can never be sure when everything is unearthed in a game, or when a particular player is the best arbiter of that knowledge.

The best use of a tier list is to show characters who generally have even matches with each other but are separate from the rest of the cast. So characters in a purported "top tier" tend to be dominant over non-top tier cast members, but they also tend to have more or less neutralizing matchups amongst each other. If discussion arises about whether a character is "good enough" to be in a particular tier, yet that character doesn't do well against those characters, that's a clue they aren't quite there. If they belong, why do they have trouble among their peers?

A "mid-tier" or "upper-mid tier" if a game's cast is diverse for enough divisions is then characters who aren't quite dominant but are still serviceable against each other. They aren't hopeless against the top characters, and they have winning advantages against characters under them.

And so it goes, until we arrive at a "bottom tier," if it exists, consisting of characters who generally just don't have favorable matchups. In *Super Street Fighter IV*, someone like Hakan fits this description, whereas in *MvC3*, you can look to Hsien-Ko or Captain America as combatants with clear deficiencies in many, or most, matchups. It's important to note that "low tier" is not synonymous with "bad" or "unplayable." In particular, the *SFIV* series and *MvC3* have terrific parity through the cast, even though some deltas are obvious. And we've already seen in *MvC3* how ostensibly "bad" characters can make all the difference!

A tier list can perhaps be most useful when it gives you some idea of how to prepare, even for matchups you're not familiar with. Even if you never get to play Morrigan players, for example, perhaps you've perused our guide, watched some videos online, checked out the forums at SRK. You have an idea of what people generally think of her: not awful, not dominant. Why could that be? Where do your characters tend to fall in the court of public opinion? What could that tell you about how to prepare for matches?

If you love Haggar, Captain America, and Ryu, you then have some idea of what you're getting yourself into. These characters are far from worthless, but they very obviously lack the flexibility of characters like Dante and Magneto, and they don't exploit system features to an outsized degree like Phoenix or Dormammu. They must simply be played patiently, you must pick their spots, and fight it out, accepting and even relishing the uphill battle. In this way, a tier list can be useful.

On the other hand, many players, especially new ones, tend to drastically overvalue tier lists. Characters at the top are "broken," while the bottom tier is "worthless" and "unplayable." This remains prevalent, despite the fact that balance issues were unquestionably worse in previous generations of fighting games than they are in the *SFIV* and *MvC3* series. And this exists, ignoring the issue that tier lists only tend to matter at high levels of play, when playing for keeps. When playing casually, playing for fun with friends, or playing online, being slave to general opinions about what's good or bad can hold back players creativity. Look how fast things change, after all: at the release of *MvC3*, numerous well-known players claimed that Sentinel ruined the game. However, after only a few weeks of hardcore play, even disregarding the vitality nerf that Sentinel received shortly in, the feared robot was already regarded as maybe having lost the hallowed "top tier" status (and indeed, ultimately Sentinel is now considered about 10th best or so overall, as *MvC3* shook out). And this happens all the time: Rolento and Dhalsim were going to ruin *Street Fighter Alpha 3*. Rock was going to ruin *CvS2*. Zangief was going to ruin *SFIV*. Dudley was going to ruin *SSFIV*.

Tier lists are a useful tool to stay aware of the most relevant matches you'll see, since if characters are really better, then you naturally see much more of them. But they're not the be-all end-all. *Ultimate Marvel vs. Capcom 3* might be said to have what a couple members of our authoring team affectionately refer to as "*Guilty Gear* balance". That is, sure, Haggar can't really compete with Phoenix. But *if* you can be patient and get a little lucky, you can still make lemons out of lemonade.

There is no character who cannot be made threatening or who cannot squeeze fatal damage out of their ideal setups in a game as open as this. It's telling that, for both of our guides, we've kind of set the bar for the sort of combos we'd even consider putting down by asking, "Does this deal at least half damage to most characters?" Everyone in the game is powerful, especially if you build around them, especially if you use X-Factor judiciously, and especially if you leave behind the notion that you can only have success by playing characters that some player or group of players claim "breaks the game." The only sure thing in life is that things change; in the Cro-Magnon pre-YouTube era, *MvC2* was basically a different game every year for almost a half-decade. Now, in the age of smartphones and streaming video, *MvC3* still managed multiple sea changes across an exciting roster free of filler.

Often times, losses are blamed heavily on character choice. The question is begged: are you really losing to the character, or are you merely losing to the player? The overemphasis on character selection can become a red herring, a distraction.

TRAINING HARD VS. TRAINING SMART

We are often taught that hard work is the cousin of success; this does not always hold true to fighting games! Your time is best spent not training hard, but training *smart*.

Take for example the mismatch between Amaterasu vs. Sentinel, where Amaterasu has severe advantage. No amount of brute-force matches played makes it any easier to use Sentinel in this match. Rather, it is only through recognition of why Sentinel has a hard time in this match that insight can be gained on what can be done for you to get a fighting chance. Pinpoint exactly why your Sentinel is losing; how are you getting opened up? How is your opponent avoiding your attacks? What can be done to stop Amaterasu's most powerful anti-Sentinel tools, such as Solar Flare's instant overhead air (H)? Keeping questions like these in mind while actually playing the match-up can reveal solutions that would otherwise have been overlooked—it's easier to just play mindlessly and just go through the motions, even when losing repeatedly. Perhaps you'll notice that you are usually falling prey to instant overhead air (H), let's say, in which case you can adjust and play more of a long-range game with projectiles and crossover assists. Pinpoint what exactly is making you lose, and go from there. And the reason can't be "I lost because they chose X character or I missed Y combo!"

CASUAL MATCHES VS. SERIOUS MATCHES

The attitude you take toward casual games (both online and offline) and tournament matches helps greatly in improving your game overall. If your goal is to become a better player, you should view casual matches as a learning experience. Matches where nothing is necessarily "on the line" are an opportune time to try different attacks or tactics that you are unsure of or don't normally use; frequently, it is helpful simply to see what happens when X action is used in Y situation. This is also a great time to experiment with different combos to test their merit, such as corner-carrying combos or meter-building combos. Experimenting with alternative combos and strategies during casual matches may cause you to lose more than usual, but it is beneficial in the long run. Given this, it is important to not be discouraged by losses in casual matches. So long as something is learned, whether it's "don't use cr. (M) as anti-air" or "She-Hulk is too heavy for this combo to land properly," then the match can be considered a success. In casual matches, learning should take precedence over winning.

Matches in a competitive environment, such as a tournament, are a different story. In important matches where something *is* on the line (such as your tournament entry fee), you should utilize everything in your arsenal to win: every sneaky setup, every dirty trick, every crazy gimmick, the most damaging combos, the "cheapest" chip damage sequence. Experimentation should not be considered during a tournament match. (Even though some players will disagree!) However, sometimes it's best to simply outplay your opponent with solid, safe gameplay during an important match, saving your best tricks and setups for circumstances and match flarepoints that require clutch play. The ace up your sleeve is for a dire situation!

GAME MODES

In *Ultimate Marvel vs. Capcom 3*, every character is available right from the get-go. Shuma-Gorath and Jill are available as DLC; if you already acquired those characters for use in vanilla *MvC3*, they'll be available in *UMvC3*, as well. In addition to the six color schemes available for each hero to flaunt, a seventh alternate costume will be available for each character through various pre-order and DLC channels.

Player Points and Unlockable Rewards



Playing any mode of *UMvC3* lets you garner player points, which are tabulated on the license card. The license card can be viewed from the main menu. The license card displays lots of data related to battle history, and it allows for a little customization.

The license card allows you to:

View accumulated player points, online rank and rank points, overall wins and losses, and recent accomplishments.
Set the icon and title, which are visible to other players in online modes.
Examine frequency of character use.
Set up to three reserve units for quick selection of favorite teams.
Examine battle data for both offline and online play.

Gallery Goodies:

Quite a few goodies can be accessed right from the beginning in the gallery:

Character bios and a model viewer
Stage art
Special art
Concept art
The Fate of Two Worlds comic
The sound gallery

Unlockables:

You can view the credits movie in the gallery any time after defeating Arcade Mode.
Land the final blow on Arcade Mode Galactus with a character to unlock that character's ending, as well as extra artwork.
Galactus Mode is unlocked by accumulating 30,000 player points.
Defeat Galactus Mode to unlock art and an ending for Galactus.
(Or, *lose* the last Arcade Mode stage to Galactus for his ending!)

Icons and Titles



Icons are available right away, but titles must be earned.

The icon and title you set appear to other players online. Initially, you won't have access to any cool titles; just the *UMvC3* logo. You'll unlock up to 443 titles in all. 300 of the titles are unlocked by accomplishing various feats with specific characters:

Clear Arcade Mode on any difficulty with a given character

Clear Arcade Mode on Very Hard difficulty with a given character

Complete five trials in Mission Mode with a given character

Complete all the trials in Mission Mode with a given character

Use a given character 30 times

Use a given character 100 times

The rest of the titles are unlocked by accomplishments like the following:

Winning up to 1000 matches online

Completing various things a certain amount of times: 200 hyper combo wins or first attack bonuses, 10 wins via block damage, acquiring up to 999,999 player points, completing Galactus Mode, and so on.

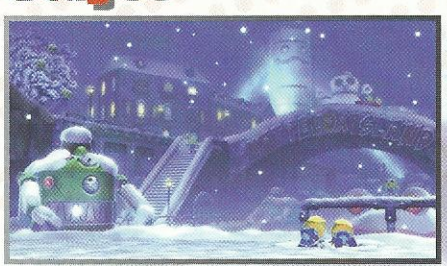
Completing various tasks in Heroes & Heralds Mode, an upcoming addition to the game planned as free post-release DLC

Achievements and Trophies

There are 47 achievements and trophies. Their unlock conditions are self-explanatory.

Title	Gamerscore (Xbox 360)	Trophies (PS3)	Requirement
The Ultimate	50 points	Platinum	Unlock all achievements
Waiting for the Trade	50 points	Gold	View all endings in Arcade Mode (Does not include Shuma-Gorath/Jill)
The Best There Is	10 points	Bronze	Beat Arcade Mode on the hardest difficulty
Saving My Quarters	10 points	Bronze	Beat Arcade Mode without using any continues
The Points Do Matter	20 points	Bronze	Earn 400,000 points in Arcade Mode
High-Score Hero	30 points	Silver	Earn 500,000 points in Arcade Mode
Missions? Possible.	20 points	Bronze	Clear 120 missions in Mission Mode
Up to the Challenge	30 points	Silver	Clear 240 missions in Mission Mode
Master of Tasks	40 points	Silver	Clear 480 missions in Mission Mode
Above Average Joe	10 points	Bronze	Land a Viewtiful Combo (Arcade/Online)
Mutant Master	10 points	Bronze	Land an Uncanny Combo (Arcade/Online)
Mega Buster	20 points	Bronze	Use 1,000 hyper combo gauge bars (Arcade/Online)
Defender	10 points	Bronze	Block 100 times (Arcade/Online)
Advancing Guardian	10 points	Bronze	Perform 100 advancing guards (Arcade/Online)
A Friend in Need	20 points	Bronze	Perform 100 crossover assists (Arcade/Online)
First Strike	10 points	Bronze	Land 50 first attacks (Arcade/Online)
Savage Playing	10 points	Bronze	Perform 50 snap backs. (Arcade/Online)
Quick Change-Up	10 points	Bronze	Perform 50 crossover counters (Arcade/Online)
Perfect X-ample	10 points	Bronze	Use X-Factor 50 times (Arcade/Online)
Gravity? Please...	10 points	Bronze	Land 50 team aerial combos (Arcade/Online)
Mighty Teamwork	10 points	Bronze	Land 30 team aerial counters (Arcade/Online)
Big Bang Theory	15 points	Bronze	Perform 30 hyper combo finishes (Arcade/Online)
Hard Corps	15 points	Bronze	Perform 30 crossover combination finishes (Arcade/Online)
Training Montage	20 points	Bronze	Play in Offline Mode for more than 5 hours
Training in Isolation	30 points	Silver	Play in Offline Mode for more than 30 hours
Seductive Embrace	20 points	Bronze	Play Online for more than 5 hours
Rivals Welcome	30 points	Silver	Play Online for more than 30 hours
Brave New World	10 points	Bronze	Participate in any mode over Online
Hellbent	20 points	Bronze	Participate in 100 matches Online
Dreaded Opponent	20 points	Bronze	Participate in 200 matches Online
Forged from Steel	30 points	Silver	Participate in 300 matches Online
Full Roster	30 points	Silver	Battle against all characters over Online
Incredible	20 points	Bronze	Win without calling your partners or switching out in a Online match
Need a Healing Factor	20 points	Bronze	Win without blocking in an Online match
Crazy Good	10 points	Bronze	Surpass the rank of Fighter
Mega Good	40 points	Silver	Surpass the sixth rank of any class
Hotshot	15 points	Bronze	Win 10 battles in Ranked Match
Slam Master	20 points	Bronze	Win 50 battles in Ranked Match
Fighting Machine	40 points	Silver	Win 100 battles in Ranked Match
Noble Effort	15 points	Bronze	Get a five-game win streak in Ranked Match
Assemble!	15 points	Bronze	Participate in an eight-player Lobby over Online
Dominator	30 points	Silver	Collect 100 titles
A Warrior Born	10 points	Bronze	Earn 5,000 Player Points (PP)
Devil with a Blue Coat	15 points	Bronze	Earn 30,000 Player Points (PP)
Divine Brawler	50 points	Silver	Earn 100,000 Player Points (PP)
Comic Collector	50 points	Gold	Unlock all items in the gallery
Passport to Beatdown Country	10 points	Bronze	Fight in all of the stages

Stages



Bonne Wonderland



Kattelox Island



Demon Village Redux



Demon Village



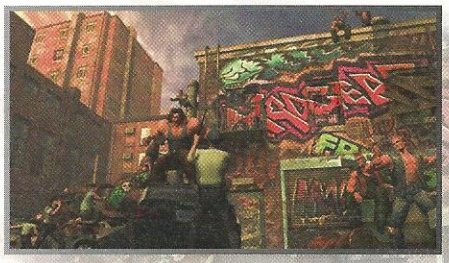
Chaos at Tricell



Tricell Laboratory



Days of Future Past



Metro City



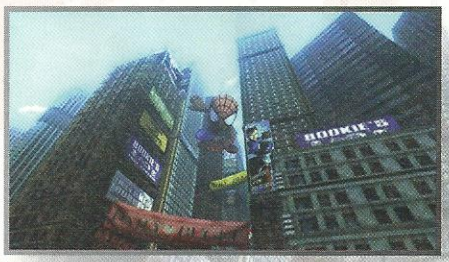
S.H.I.E.L.D. Helicarrier



City That Never Sleeps



Shadowland



The Daily Bugle



Hand Hideout



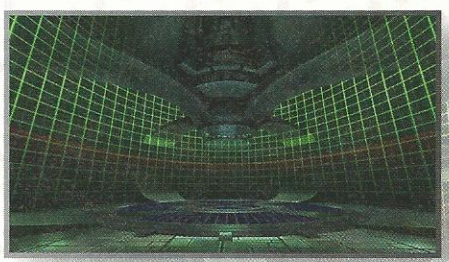
Asgard: Sea of Space



Danger Room



Asgard



Training Room



S.H.I.E.L.D. Air Show



Fate of the Earth (Galactus only)

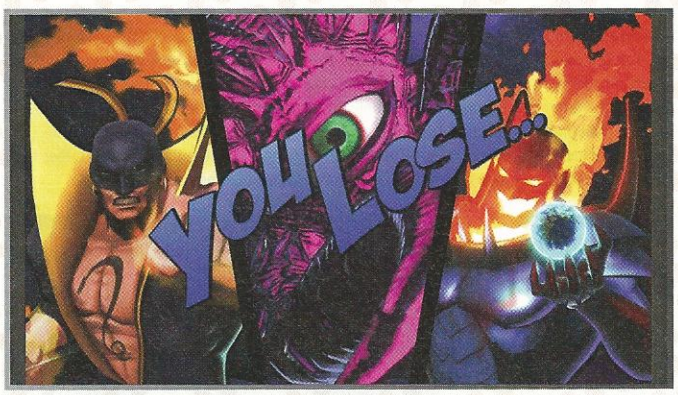
Arcade

In Arcade Mode, you'll choose your team, difficulty, time limit, damage level, and fight request status before embarking on a seven-stage quest with a goal of saving both Earths. When you've cleared Arcade Mode, only the character who lands the final blow on Galactus gets credit for completing the game.



Six preliminary battles are waged against random CPU-controlled teams.

At lower difficulties, the CPU is fairly passive and hapless, and it can be cowed by repetitive, relatively safe tactics. At the highest difficulty, the CPU guards, reacts, and punishes with inhuman speed and accuracy, to an unrealistic degree. This is not the best practice for actually thinking about playing human opponents, but it *is* good practice for learning to play for keeps. If your team is knocked out, you can continue and try again without penalty. You can even switch teams, if desired. With fight request on, online opponents may interrupt your Arcade Mode bouts with a match challenge.



You'll still get credit for beating the game if you lose and continue, even if you switch teams.



Defeat the opposing team, and you'll advance to the next stage.

Versus

With two controllers, you can play local matches against friends in this mode. You'll both select teams, and then the stage, time, damage, and individual handicaps can be altered before the match. Immediately after each match, you can opt to rematch instantly with the same teams and settings, or you can opt to head back to the character select screen to re-pick teams and options. Like any other mode, playing in versus garners PP, so be sure to exit to the main menu when you're done with your session.



A lowered handicap results in more damage taken. This is on top of the damage rating, so with damage set to highest and the handicap all the way down, characters are knocked out by three or four-hit chain combos! This is a good way for experienced players to still have good casual fun with players who don't take the game as seriously.

Training

Ultimate Marvel vs. Capcom 3 thankfully includes an excellent Training Mode. Virtually everyone who picks up the game is going to spend significant time here, and with good reason—experimenting with different teams, assist types, combos, and overall strategies is not only a crucial part of getting better, but it's at least half the fun of playing a fighting game in the first place.



Video games aren't often thought of as a physical endeavor, but there is definitely a high dexterity bar set for fighting games at large, and the Vs. series specifically. The *MvC3* series is a littler friendlier to newcomers than its predecessors, but it's still filled with exacting techniques, precise sequences, and elaborate combos. Different aspects of execution come more naturally to different players, but everyone must spend at least some time honing muscle memory and practicing important tactics.

YOU COULD LEARN A LOT FROM A DUMMY

Training Mode features extra commands that can be assigned beyond the normal attack and assist buttons. These commands allow you to control the training dummy directly, and to set up recorded sequences that you can play back from either team. This is most useful if you happen to play on a pad, where extra shoulder buttons and even the left and right analog stick buttons can be used for these functions. If you have a joystick, the amount of utility you can get out of these features is dependent on how many buttons are on the stick, basically. If you have a six-button stick, there's no room to assign extra functions; with an eight-button stick, you can assign a recording button and a playback button. If you prefer using those buttons for macros, like to have a one-button dash, then something's gotta give, at least when you're practicing in Training Mode.



Dummy Control: If this is assigned to a button, hold that button, and you'll have full control of the dummy. If it's possible to assign this to button that's comfortable for you to just hold (or weigh) down, then you can effectively practice with two different teams, six different characters, and 18 different assist types at once. It's also very useful for repositioning the dummy, like when you want to move it slightly out of a corner so you can squeeze your point character behind the dummy for the maximum possible distance to practice midscreen combos.

P1 / P2 Recording; Playback / Playback Repeat: You can record up to 10 seconds of action for either team to repeat, and this series of actions can play back at your beck and call, or on a repeat loop. The recording function is the best feature of Training Mode. This lets you test out anything you want in a controlled environment, with no pressure.

Do you wonder if your team's zoning can hold up? Match them up against teams made of characters like Doctor Doom, Taskmaster, Magneto, Hawkeye, and Arthur, then record that team chucking as much stuff as you can manage at your side of the screen. Now play it back, and see if you can keep up.

Not sure if a mix-up, reset attempt, or rushdown sequence you've come up with can actually pass muster? Do it to yourself. Record one team going through the motions of your discovery, then play it back while you control the other team and try to guard or otherwise thwart it.

Do you want to practice punishing and juggling assists? Record the dummy doing nothing but blocking and calling assists.

Do you want to practice pressuring defensive characters who come in post-K.O. or after snap backs? Record the dummy doing nothing but walking backward, play it back on repeat, then dash in and start a low combo into a snap back. When the new character drops in, the walking backward input simply causes air blocking; add in the random advancing guard setting to better simulate player behavior.

Do you want to practice midscreen combos, but get annoyed that you can't just jump into the corner over the dummy for the maximum distance to the other corner? Just set the dummy to do nothing but walk forward; if you carry it to the corner while practicing your midscreen juggles, you can just jump forward over it.

While recording functions are invaluable, they do come with a caveat. Remember that the game is doing nothing other than playing back your inputs, exactly as you recorded them. It won't make any concessions to insuring that the results are exactly what you intend. This may come up if you perform actions that require meter while the dummy doesn't have any, and especially if you interrupt the dummy in progress somehow, and the duration of the playback is messed up as the dummy never ends up being in quite the right state for whatever input it's receiving. For the best controlled experiments, keep recorded clips brief and to-the-point, with a dead period afterward where the character is just standing around. This keeps the playback from becoming counterproductive or annoying if playback repeat is on.

Dummy Forward / Dummy Jump: Sets a button to either make the dummy jump or walk forward. The Dummy Control setting is more of a comprehensive catch-all. Using Dummy Control instead means if you want the dummy to walk forward or jump, you can, but you can also make them do anything else. That said, while holding a button to trigger Dummy Control, you *cannot* control your own team, so these functions can be useful for testing situations where you want the dummy to jump or move while still controlling your character, too.

TRAINING SETTINGS

After setting Dummy Control of some kind, check out the Dummy Options page of the Training Mode pause menu:



Action: Set the dummy to stand when you are practicing combos you expect to land on a standing opponent. These kind of situations include against competitors dashing, attempting a throw, or trying to anti-air from the ground. Set the dummy to crouch when practicing combos for other situations, like when pinning a foe with an assist, or after using a fast overhead (such as a triangle jump, square jump, or instant overhead jumping attack). Set the dummy to jump or super jump when practicing air throw combos or anti-air combos.

Difficulty: This applies to CPU control, which allows you to spar against a moving target. Focus on combo execution and confident movement against computer opponents, but do not rely on CPU sparring to make you a better strategist. Over-reliance on playing the CPU can be detrimental for playing human adversaries, as you unconsciously train tactics that work on the CPU rather than being deliberate about each action while reading your thinking challenger.

Guard: At the very least, set this to Auto Guard so the dummy blocks if you start hitting it but fail to keep a combo going. This is useful for perfecting your execution of basic ground chains. Later, when you're practicing tactics instead of just execution, set this to Random Guard. Then, if the dummy guards, practice stopping after your opening attacks on reaction, so you can shift to plan B instead of just getting punished or pushed away with advancing guard.

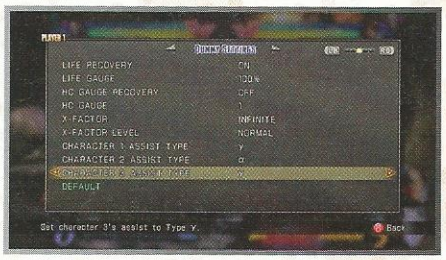
Advancing Guard: And speaking of advancing guard, it's a big deal. Proper guarding, followed by advancing guard once a successful block is confirmed, is the main universal defensive tactic in *UMvC3*. Midscreen, the defending character pushes back the aggressor almost a full screen away! So you have to be ready to react when your offensive momentum is stunted by advancing guard. Set the dummy to some kind of guard (usually Auto Guard or Random Guard) and turn advancing guard on; you can work on regaining lost momentum quickly, or bypassing advancing guard in the first place by timing attacks and assists to strike the opponent simultaneously. It's important to note that with advancing guard set to on, the training dummy uses advancing guard with the fastest possible timing, every time. This is not how humans play—it's not even conceivable that a person could pushblock on the first frame of blocking as a baseline approach, so keep that in mind when practicing with the dummy.

Crossover Counter: With this setting on, the dummy crossover counters to the next character whenever the dummy's team has at least one bar of hyper meter available. For general training purposes, it is actually more annoying than helpful to turn on this setting—opponents simply won't be using crossover counters that much, and most assists don't make great crossover counters against a point-blank aggressive character anyway (though certainly some do). Instead, turn this on periodically when you want to specifically check how vulnerable your close range tactics are to some of the better crossover counters, especially invincible ones like Haggar—α or Captain America—β. If you're practicing zoning patterns, you can also turn this on to see what happens when your adversary uses your fullscreen attacks as an opportunity to crossover counter and switch characters safely… perhaps you have some way to punish them for that on reaction, like with a quick beam hyper combo.

Knockdown Recovery / Air Recovery: The recovery settings should usually be set to "random" unless you are testing something specific. When opponents are knocked to the turf or flip out in midair, after all, the direction they recover in—left, right, or neutral—won't be the same every time. Characters in the process of recovering are invincible, but you should practice going for a throw or reset attempt right as their invulnerability expires.

Throw Escape: Throws (accomplished with ⇨ or ⇦ + H, whether on the ground or in the air) grab on the first frame after input, and they create OTG openings for most characters. This means that throws are great and a required part of anyone's gameplan. However, throws can be broken, which leads to a situation where both characters are standing next to each other ready to act, with nothing having actually happened. It's important to be able to react to throw breaks—they happen *extremely* quickly, faster than in any other fighting game—so turn this on periodically to train yourself to be ready with instant follow-ups or evasive actions when characters face off at close range after a throw break.

Counterhit: Hits against characters who are winding up an attack are counterhits and cause a distinctive red hit spark. +2 frames are added to the hitstun created, and for certain moves, an entirely different effect than normal hitstun occurs, such as causing the opposing character to stagger. Certain combos and links are only possible after a successful counterhit, so turn this on when practicing such tactics. You can even set this to random, which you should probably do eventually so you actually get a feel for trying to react to the red spark rather than just doing a counterhit setup on auto-pilot. This is difficult, but possible.



Apart from setting the dummy's behavior, there are general settings that can be adjusted for both teams to scale how closely a real match is simulated.

Life Recovery: Determines whether characters regenerate health. With this on, characters in Training Mode cannot be knocked out. You'll usually want this on, unless you're trying to simulate real matches.

H.C. Gauge Recovery: Determines whether the hyper combo gauge (which we refer to as the hyper meter) automatically refills whenever bar is expended. When training execution, you'll want this on. If you're trying to get a sense of how quickly you actually build hyper meter when attacking, turn this off. You'll also want this off if you're trying to simulate match settings.

X-Factor Settings: You can adjust both whether X-Factor can be used repeatedly in Training Mode, and what level it will register as when it is activated. With both settings on normal, X-Factor behaves as it does in matches—only one use per session (unless Training Mode is reset by holding Back or Select, then pressing Start), with X-Factor strength determined by how many characters are left on your team (with Life Recovery set to on, X-Factor will always registered as level 1, since none of your characters will ever be knocked out). When practicing X-Factor setups and hit-confirm combos, set X-Factor use to infinity. When trying to simulate real matches in Training Mode, set it to normal. Setting X-Factor to a level higher than normal/1 can be useful for practicing combos and movement in last-ditch, lv.3 X-Factor scenarios, which are commonplace.

Assist Types: Beautifully, and unlike previous Vs. titles, you do not have to back all the way out to the character select screen to try out different assist types! Simply change the assist types for each character on either team here. Hooray!



When training execution (practicing inputs and combos) or matchup difficulties (using record and dummy control functions to simulate troublesome situations), you'll probably want the timer set to infinite. You'll likely also want hyper meter recovery on, along with life recovery. Attack Data is an extremely useful tool—with this window active, you'll see how much damage your combos do in real-time. The Input Display is equally valuable for being able to see where you went wrong with execution errors.

Match settings can be simulated in Training Mode; when one side or the other is totally depleted or the timer expires, the "round" simply resets immediately. To simulate match settings whether with a friend or against the CPU:

Set Training Mode to 99 seconds when picking teams

Assign dummy control to either the CPU or player 2

Turn life and hyper meter recovery off for both sides, and set X-Factor use to normal

Nothing in Training Mode counts toward trophies or achievements, and wins/losses aren't tabulated as in Versus Mode, but if you exit properly (instead of simply shutting off the console) after a session, you earn tons of player points!

Mission



Mission Mode contains 10 trials for each character, for 480 trials total (500 if you have access to Jill and Shuma-Gorath, as well). For every character, the first four missions are simply performing basic motions or simple combos. The fifth mission is the universal combo (L, M, H, S, CANCEL ▶ forward super jump, air M, M, H, S, or close to it), and after that, the last four trials exhibit combos and techniques serious players of that character should be familiar with. Doing the first five trials for every character, which is easy enough, nets 240 total, unlocking the second of three achievements. The last one requires 480 trials, or at least every trial for every non-DLC character. (Jill and Shuma-Gorath can count toward those totals, but you don't need to have them to get there.) Clearing just about every trial is difficult, obviously, but if you can perform the bread and butters we discuss throughout this guide, you should be more than capable of completing Mission Mode (though some combos are definitely tough!).



Because the Mission Mode combo commands are listed in the game, because inevitable YouTube videos of Mission completion tend to be more useful to help you through trouble spots than any advice we can impart in text and screenshots, and because we've chosen to focus our limited pages and time on discussing strategy for using characters against your friends and players online, we have not included transcripts of the Mission Mode combos. Instead, you'll find that the combos we list for every character are actually much better.

Online

There are several online modes you can enter to test your mettle against other fans of *UMvC3*. Whether engaging in player matches for fun or ranked matches that go toward your overall record and ranking, this is where many players spend the vast majority of their time.

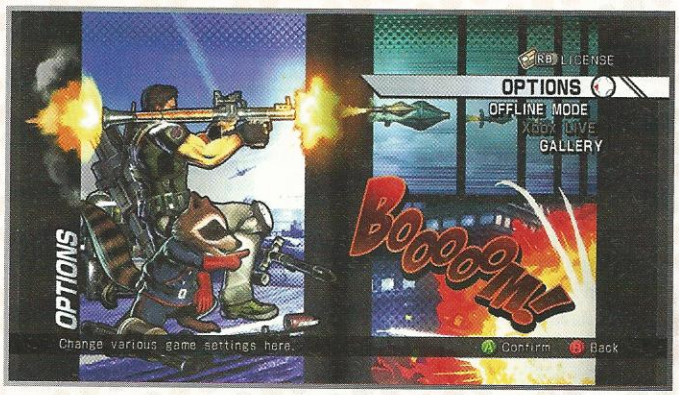
By participating in ranked matches, you'll have a chance to jockey for position on the leaderboards across several metrics. There are separate leaderboards for win streaks, win/loss record, and overall ranking. There is also a leaderboard for Arcade Mode high score, though of course that's not an online mode.

Gallery

As indicated earlier in this chapter, a great many fan-friendly unlockables are available for your perusal. These include intro cinemas, art pieces, sound effects, and background music, and a model viewer to check out various characters up close.



Options



You can tailor general settings to your preference here.

Controller: Command inputs can be customized here. Note that Training Mode has more controller options than other modes, and those controls can only be set while in Training Mode.

Operation Mode: Here, you can choose between Normal or Simple controls, and whether this choice appears before every match. Only the most casual fans should stick to Simple Mode for very long. Auto Super Jump is a new option in *Ultimate Marvel vs. Capcom 3:* with this on, you can launch someone with S and then simply hold S for the follow-up super jump.

HUD Position: Here, you can adjust the position of the vitality gauges and timer, as well as the hyper meters. You can even position them both entirely offscreen if you want to enjoy the visuals unfettered by UI elements.

Sound: Here, you can adjust various sound options. With Classic BGM selected, theme music for various characters plays when they appear!

Character Voice: Here, you can choose between Japanese or English voiceovers for several characters, as you like.

System: Turn notifications on or off. You may want to set this to off if you'd prefer no distractions while playing matches online, but then you won't see match invites from friends, either!

Reset Battle Records: This allows you to scrub your play data and start over, should you desire.

GALACTUS

"NO AMOUNT OF TRAINING CAN PREPARE YOU FOR GALACTUS."

After successfully clearing six stages in Arcade Mode, you'll be face-to-face (or, face-to-chest, really) against this colossal entity. Your team of three must topple almighty Galactus to save the Earth! As the only survivor of the universe previous to ours, and wielding the Power Cosmic, Galactus stands on even keel with the deities. The machinations of Doctor Doom and Albert Wesker to control the fates of their parallel Earths have drawn the attention of this towering, unfathomable being, who consumes entire worlds filled with sentient beings for his nourishment. For Galactus, there is not necessarily malice, only need...but that's little consolation to his scores of victims.



Galactus can manifest himself at any size he likes. He's thinking big in Ultimate Marvel vs. Capcom 3, *clearly.*

PHASE 1

"YOUR PLANET WILL PROVIDE ME WITH SOME MUCH-NEEDED NOURISHMENT."

During phase 1, Galactus summons his heralds to fight in his stead, as he glowers over Earth in the background. The heralds are silver copies of Akuma, Doctor Doom, Dormammu, Super-Skrull, and Wesker. At first, Galactus summons one herald from this evil quintet to aid him...after nine ticks off the timer (or about 17 seconds), he'll summon a second herald. (Although if you manage to deplete the vitality gauge before about 17 seconds have elapsed, you won't have to deal with a second herald at all.) Once both of Galactus' minions are drawn out, they'll attack in tandem—veterans of Capcom fighting games will be reminded of the "Dramatic Battle" modes present in *Street Fighter Alpha* and some versions of *Street Fighter Alpha 3*. (And we'll all be seeing a lot more of this kind of thing soon in *Street Fighter X Tekken!)*

The heralds share one vitality gauge, which is visible on the right edge of the screen. Catch both heralds at once with a combo into hyper, and you'll destroy them very quickly on any difficulty. Save X-Factor for Galactus! Once the heralds return to dirt, Galactus himself takes a moment from his coveting of Earth to step to the foreground and personally dispense with your pesky team.



Try to stay out from between the two heralds, as it can be tricky trying to block when standing between two foes who are both considered point characters!

PHASE 2

"ONLY THE ULTIMATE NULLIFIER WOULD GIVE ME PAUSE."

As they say, you want something done right? You have to do it yourself. Galactus shifts his attention from his celestial meal to your team. Galactus takes up the entire right half of the playing field. Like his heralds, his vitality gauge occupies the right edge of the screen. Any part of Galactus is a viable target, and he cannot guard! Any attack that touches him deals damage. Galactus attacks more frequently on higher difficulties.

Most of his attacks are heavily telegraphed, either with visual or audio cues. This allows you to cease attacking so you can guard or dodge as necessary. Because of the high power of his entire arsenal and the damage penalty crossover assists sustain when hit, don't call assists unless you're absolutely sure they'll leave before Galactus strikes. Some of his attacks are able to one-shot full-vitality assists!



While he retains over 50% vitality, Galactus' barnburner is his throw. He telegraphs it by stepping into the background...



...so stop attacking, and super jump above it!

At first, Galactus holds back his full power, and he just attacks with brute force. He'll go for overhand smashes, backhand swats, and snap back flicks against you. Squeeze in a chain and special or two in between his attacks, except when he occasionally starts doing overhand attacks over and over. When he steps to the background to ready his throw, stop whatever you're doing and get to the top of super jump height before he brings his hands together. After he whiffs his grab, he's vulnerable for a long time.

With over 50% vitality, Galactus uses a limited arsenal:

Attack	Hit Area	Safe Area	Tell Quotes
Backhand swat	Ground level to mid range	Super jump height or far away	—
Snap back flick	Ground level at close range	Super jump height or far away	—
Right arm smash	Downward arc at mid to long range	Hugging Galactus	Insolent whelp. Fall. Submit.
Left arm smash	Downward arc full screen	—	Insolent whelp. Fall. Submit.
Hyper smash	Downward arc full screen	—	Enough!
Haymaker punch	Ground level	Super jump height	Insignificant. Yield. I am a force of nature.
Throw	Ground level	Super jump height	Feel my wrath. You will know pain.

PHASE 3

"YOU ARE LIKE AN ANT, FIGHTING THE SUN."



Characters capable of hovering at super jump height, whether with flight or special moves, can get free shots in at Galactus' face as he spams ground-level lasers.



Galactus' fullscreen laser shower can severely chip any character when guarded. Think Gill's "Blesser of All Souls" super art from SF3: Third Strike! Activate X-Factor to guard safely.



The fully charged hyper hand smash that Galactus employs when he's desperate is a guaranteed knockout. Strike him repeatedly as he winds it up to interrupt it.

Take Galactus below half vitality, and he staggers briefly. Apparently, he's underestimated your team! He becomes far more aggressive afterward, and he soon unleashes some deadly new attacks. Galactus grows more urgent as he nears the unimaginable prospect of defeat. He starts to unleash his full power, flooding the screen with powerful energy blasts. Continue to strike whenever it's safe to do so, but err on the side of caution—Galactus can hurt you a lot faster than you can hurt him, so don't get greedy. Don't use laggy attacks, and cut chain combos short if it seems like he's about to attack.

Attacks used only under 50% vitality:

Attack	Hit Area	Safe Area	Tell Quotes
Fingerlaser	Ground level	Super jump height	Die. You may die now.
Hyper laser	Ground level	Super jump height	Enough! You will rue this day.
Eyelaser	Fullscreen	Crouch close to Galactus	Away with you! You cannot hide from me!
Full-screen hyper laser	Everywhere	Guard and activate X-Factor	Yield to me... you are broken.
Final smash	Everywhere	Interrupt Galactus!	There is no hope for you... this charade is over.

X-Factor boosts damage considerably against Galactus, especially with only one character left. X-Factor is also vital to negate the extreme chip damage dealt by a couple of his final attacks. When Galactus is defeated, the current point character is declared the winner.

Since only one character can earn an ending per playthrough, don't fret if you lose a character or two, unless you're going for a high score. Instead, decide whose ending you're after, then consider the other two characters expendable; use them to push aside the heralds and get a start on Galactus himself, but don't be too careful with them—let them fall to Galactus so the character whose ending you'd like can come in, hulk up (so to speak) with lv.3 X-Factor, then finish Galactus off easily with a flurry of hyper combos built up by expendable partners.







During lv.3 X-Factor, many moves and hyper combos can inflict incredible damage on Galactus. Good examples include Dormammu's Creation/Destruction mix meteors and Stalking Flare, Doctor Doom's Sphere Flame and Photon Array, Spencer's Armor Piercer and Bionic Lancer, and anything Phoenix Wright does with both X-Factor and Turnabout mode active.



You don't need the Ultimate Nullifier to defeat Galactus. You just need a good lawyer.

There are rewards both for beating Arcade Mode with every character, and for getting to Galactus but *losing!* After all, Galactus himself has an ending, but the residents of the respective worlds of Marvel and Capcom aren't going to like it too much...



If you manage to just never lose to Galactus, his ending can also be unlocked by defeating Galactus Mode.

Galactus Mode

"I AM NOT WITHOUT MERCY. YOU MAY SERVE AS MY HERALD."



Galactus Mode is unlocked by building up at least 30,000 player points. This is quickly accomplished simply by taking different characters through Arcade or Mission Modes, playing versus or online with friends, or messing around in Training Mode. Make sure to exit to the main menu to save your PP progress before shutting off the console.

In Galactus Mode, you control Galactus! You'll have to fend off six teams of increasingly skillful heroes as they attempt to stop you from utterly destroying their worlds. The first few trios of heroes should fall easily, but the last couple actually try their hardest to interrupt Galactus as he's winding up his lengthy attacks.



The game's best four-hit combo.

Galactus Mode is a pretty good way to blow off some steam because Galactus is, rightfully, *ridiculously strong*. On top of having most of Arcade Mode boss Galactus' moveset, Galactus Mode Galactus can simply lean on the ← + ATK haymaker punch. This attack causes a hard knockdown and can be canceled after hit into another attack... most usefully, right back into itself, for another hard knockdown. And then another. And then another. And then repeat for the next bothersome would-be hero. And the next. You can beat Galactus Mode easily with nothing other than ← + ATK, if you want the quickest path.

Galactus has most of the attacks of the boss version:



Command	Attack
L	Backhand swat



Command	Attack
M	Left hand smash



Command	Attack
⇨ + ATK	Eyelaser



Command	Attack
H	Snap back flick



Command	Attack
⇩ + ATK	Right arm smash



Command	Attack
⇧ + ATK	Fingerlaser



Command	Attack
S	Hyper smash



Command	Attack
⇦ + ATK	Haymaker punch



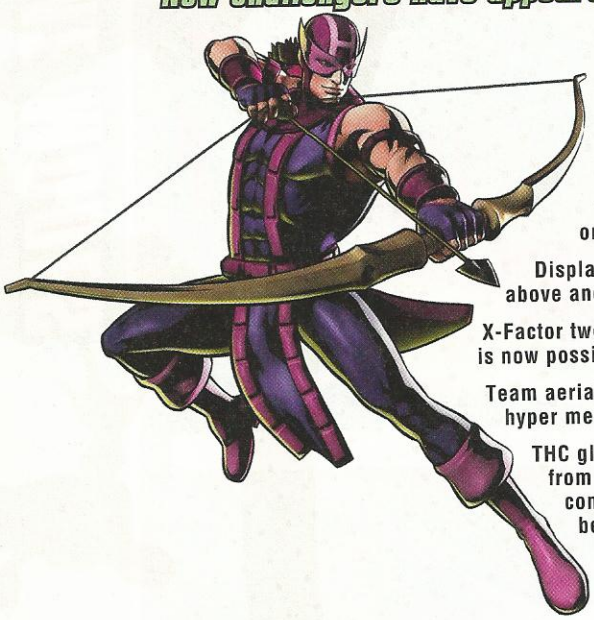
Command	Attack
P1+P2	Hyper laser

SYSTEM AND GAMEPLAY

ULTIMATE MARVEL VS. CAPCOM 3: TUNING SINCE ORIGINAL MVC3

As with the transition from *SFIV* to *SSFIV*, *Ultimate MvC3* has undergone a ton of changes to get here. None of the changes in particular is drastic, but the aggregate is a new game that is much more than a fresh coat of paint. Considering the sheer amount of fresh 3D animations, art, and character models involved in getting the total character count of *Ultimate Marvel vs. Capcom 3* up to 50 distinct characters, the accomplishment is kind of spectacular... remember that *MvC2*, with its unsurpassed roster of 56 characters, had the advantage of drawing upon art and ideas from almost a dozen games (*Darkstalkers* titles, earlier *Vs.* games, and the *Street Fighter Alpha* series).

New challengers have appeared!



Marvel	Capcom
Ghost Rider	Strider
Hawkeye	Firebrand
Doctor Strange	Nemesis T-Type
Iron Fist	Vergil
Nova	Phoenix Wright
Rocket Raccoon	Frank West

12 new challengers!

Nine new stages!

Galactus Mode—destroy pesky heroes as Galactus!

Spectator Mode and an enhanced Online experience

Numerous new moves and tweaks to existing moves for all 36 returning characters, and the two DLC characters, Shuma-Gorath and Jill (if you acquired the DLC characters for use in original *MvC3*, they will also work in *UMvC3*)

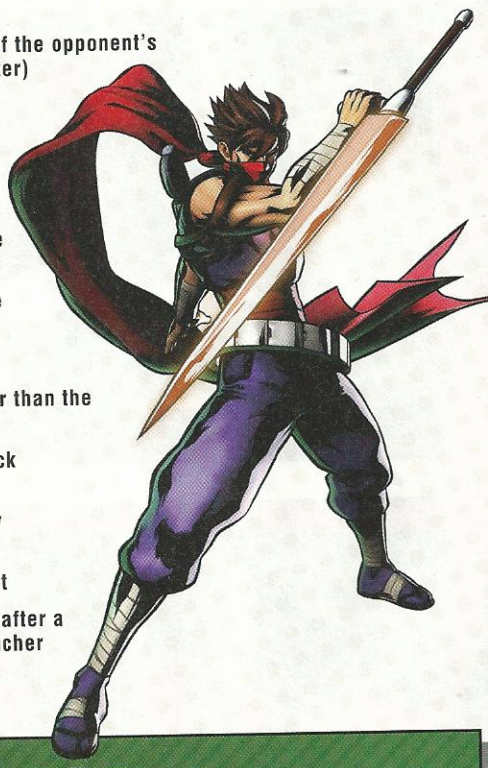
Display tweaked—the point character's vitality gauge shows in the center, with partner 2 (the anchor) above and partner 1 (the next in line) below. The X-Factor indicator is much more prominent

X-Factor tweaked—X-Factor values tweaked for all characters, X-Factor damage scaling adjusted, X-Factor is now possible in midair!

Team aerial combos tweaked—sideways TAC now erases one of the opponent's hyper meter bars! (In original *MvC3*, it built half a bar of meter)

THC glitch removed—when team hyper combo canceling from capture/cutscene hyper combos to indirect hyper combos, damage scaling and hitstun decay will now be properly applied

TAC glitch removed—characters like Amaterasu and She-Hulk can no longer use late air exchange hits just off the ground for relaunch opportunities



Meter gain for attacks in general lowered by about 10% (with some characters affected more severely than others)

Hitstun decay now applies to assist hits

Combos against assists now damage scale correctly if the point character is guarding, rather than the assist taking unscaled damage from every hit

In a return to the mechanics from previous *Vs.* games, airdash characters can no longer block while airdashing!

Inputting ATK rapidly now increases the number of hits and consequently the damage of many hyper combos

P1 can be used to call the last remaining teammate's assist when one partner is knocked out

New option: auto super jump! Just hold S to have your character super jump automatically after a launcher. BY DEFAULT, THIS SETTING IS ON! So if you don't want to super jump after a launcher with immediate timing, take care only to tap S and never to hold it down for long

Rumor Control: These are the Facts! Clearing up Some Common Misconceptions

X-Factor timers are *not* different between characters! Each character has the same amount of X-Factor frames at each level of X-Factor, and these values are unchanged from original *MvC3*. Characters may *seem* to *look like* they have different X-Factor timers, but that's both because: a) you aren't going to be able to activate X-Factor for two characters at roughly the same moment, since the first activation causes a 30-frame "X-Factor freeze;" the likelihood that you activate the opposite character's X-Factor on the very next few frames for a relatively precise test is low, and b) the actual X-Factor icon effects at the top of the screen are asymmetrical!

You *cannot* "mash" out of team aerial combos! You are allowed one input of S during the 15-frame window, which starts on the very frame where the TAC "flash" happens. If the first S input registered in this window is wrong—even if you just input neutral S, which isn't even an escape input—you will not break the TAC, even if you input the correct escape command immediately afterward.



Marvel Characters at a Glance

Name	Vitality	Alpha—α Assist Type	Beta—β Assist Type	Gamma—γ Assist Type	Chain Combo Archetype	OTG-Capable Attacks	Power-Up State	Flight	Airdash	Teleport/ Passthrough	Extra Air Mobility
Captain America	1050000	Projectile	Invulnerable counter	—	Marvel Series	↓↘→ + L	—	—	—	S + ATK	Double jump
Deadpool	900000	Low, spinning knockdown, invulnerable counter	OTG-capable, ground bounce	Projectile	Hunter Series	→↓↘ + H, air ↓↘→ + L	—	—	—	←↓↙ + ATK	Double jump, wall jump
Doctor Doom	1000000	Beam	Unique projectile	Projectile	Marvel Series	st. M, st. H, air ↓↘→ + ATK, air ↓↙← + ATK	—	Yes	8-way	—	—
Doctor Strange	850000	Homing projectile	Hovering projectile	Double beam	Marvel Series	↓↙← + H (after Grace of Hoggoth), ↓↘→ + ATK	—	Yes	—	←↓↙ + ATK	—
Dormammu	1000000	Projectile	Vertical beam, OTG-capable	Varies based on Destruction / Creation points	Marvel Series	↘ + H, →↓↘ + ATK, ↓↙← + H (mixed), →↓↘ + ATK	↓↙← + L/M	Yes	8-way	←↓↙ + ATK	—
Ghost Rider	1000000	Wall bounce	OTG-capable	OTG-capable	2-Hit Limited	← + H, ↓↘→ + L, →↓↘ + ATK	—	—	—	—	—
Hawkeye	900000	Projectile	Projectile, OTG-capable, poisons target	Projectile, OTG-capable	2-Hit Limited	↓↙← + L, L/M/H; →↓↘ + M, →↓↘ + ATK, ↓↙← + ATK	—	—	—	—	—
Hulk	1200000	Projectile, OTG-capable	Super armor	Super armor	2-Hit Limited	← (charge) → + ATK, ↓↘→ + ATK	—	—	—	—	—
Iron Fist	1000000	Crumple (vs. ground), hard knockdown (vs. air)	OTG-capable, overhead attack, ground bounce	Wall bounce, destroys medium priority projectiles	Hunter Series	↓↙← + M	→↓↘ + ATK	—	—	—	Wall jump
Iron Man	950000	Beam	Local beam	High-durability double projectile, OTG-capable	Hunter Series	→↓↘ + ATK	—	Yes	8-way	—	—
M.O.D.O.K.	950000	Shield	Spinning knockdown	Beam	Marvel Series	cr. M	Strike with Analysis Cubes to gain Levels of Understanding	Yes	8-way	—	—
Magneto	850000	Beam	Capture projectile	Counter	Marvel Series	↓↘→ + ATK, →↓↘ + ATK	—	Yes	8-way	—	—
Nova	900000	Local beam / shield	Overhead attack, ground bounces against airborne target	Wall bounce	Marvel Series	→ + H, →↓↘ + L	Certain attacks are more powerful the more red vitality Nova has	Yes	8-way	—	—
Phoenix	375000	Projectile	—	Trap projectile	Hunter Series	air ↓↘→ + L/M	↓↙← + ATK	Yes	8-way	←↓↙ + ATK	—
Rocket Raccoon	750000	Double projectile	Landmine	Wall bounce	Hunter Series	Oil Bomb air/ground explosion, →↓↘ + M, air ↓↘→ + L, →↓↘ + ATK	—	—	Air M or S + ATK	↓↓ + ATK	Float
Sentinel	900000	Triple projectile	Projectile rain, OTG-capable	OTG-capable	2-Hit Limited	↓↘→ + L	—	Yes	—	—	Double jump
She-Hulk	1150000	Low attack, OTG-capable	Crumple, super armor	Invulnerable counter	Marvel Series	L (during Chariot), air ↓ + H	—	—	—	—	Wall jump
Shuma-Gorath (DLC)	950000	Beam, OTG-capable	Projectile	Knockdown against aerial target	Hunter Series	↓ (charge) ↑ + ATK, ↓↙← + ATK	—	—	2-way (forward/ backward)	—	—
Spider-Man	900000	Capture projectile	—	Invulnerable counter	Marvel Series	air ↘ + ATK + S	—	—	1-way (forward), 4-way (diagonal + ATK + S)	—	Wall jump
Storm	850000	Projectile sequence	Vertical beam, OTG-capable	—	Hunter Series	↓↙← + ATK, ↓↙← + ATK, →↓↘ + ATK	—	Yes	8-way	—	Float
Super-Skrull	1000000	OTG-capable, wall bounce	Super Armor	—	Hunter Series	st./cr. H (hold), ↓↓ + H, air ↓ + H, L, →↓↘ + ATK, →↓↘ + ATK	—	—	Up-forward only	→↓↘ + ATK	→↓↘ + ATK
Taskmaster	1100000	Projectile	Projectile	Projectile	Marvel Series	air ↓↘→ + M/H, air ↓↘→ + L/H/M/H	—	—	—	—	—
Thor	1250000	Beam	Invulnerable counter, ground bounce	—	2-Hit Limited	→↓↘ + ATK, →↓↘ + ATK	—	Yes	8-way	—	—
Wolverine	950000	Invulnerable counter	—	—	Hunter Series	↘ + M	↓↓ + ATK	—	—	↓↙← + ATK	Wall jump
X-23	830000	—	Low attack, OTG-capable	Invulnerable counter	Hunter Series	↓↘→ + M (hold)	↓↙← + ATK	—	—	↓↙← + ATK	Wall jump

Capcom Characters at a Glance

Capcom	Vitality	Alpha—α Assist Type	Beta—β Assist Type	Gamma—γ Assist Type	Chain Combo Archetype	OTG-Capable Attacks	Power-Up State	Flight	Airdash	Teleport/ Passthrough	Extra Air Mobility
Akuma	750000	Projectile	Goes through medium priority projectiles	Overhead attack, OTG-capable, ground bounce	Marvel Series	⇦⇩⇙ + ATK ⟹ M air ⇩⇘⇨ + ATK·ATK (hold H)	—	—	—	⇨⇩⇘ or ⇦⇩⇙ + S	—
Amaterasu	800000	Projectile reflector	Pinning projectile	30% meter gain	Marvel Series	Thunder Edge air ⇘ + H, ⇩⇘⇨ + ATK·ATK (ice/lightning)	⇩⇙⇦ + ATK·ATK	—	3-way (forward, up-forward, down-forward)	—	—
Arthur	850000	Invulnerable counter	Triple projectile	Staggers, OTG-capable	Marvel Series	air S, ⇩⇙⇦ + L, ⇨⇩⇘ + ATK·ATK	⇩⇙⇦ + ATK·ATK	—	—	—	Double jump
C. Viper	900000	—	OTG-capable	Overhead attack	Marvel Series	⇨⇩⇘ + ATK, ⇨⇩⇘ + S, ⇩⇙⇦ + ATK·ATK	—	—	8-way	—	Double jump
Chris	1100000	Invulnerable counter, hard knockdown	Projectile	Landmine, spinning knockdown	Marvel Series	cr. H, ⇨ + M, air ⇩⇘⇨ + M or H, ⇩⇘⇨ + ATK·ATK (1st hit), ⇩⇙⇦ + ATK·ATK, ⇨⇩⇘ + ATK·ATK (Uzi)	—	—	—	—	—
Chun-Li	850000	Projectile	Invulnerable counter	Pinning kicks	Marvel Series	air ⇩ + M	—	—	1-way (forward, twice per jump)	—	Triple jump, wall jump
Dante	900000	Pinning vertical beam	OTG-capable	Projectile	3-Hit Alternating	⇨⇩⇘ + M, ⇘ + HH, ⇩⇘⇨ + M	⇩⇙⇦ + ATK·ATK	Devil Trigger only	2-way (forward/ backward)	⇩⇩ + S	Double jump (Triple jump in Devil Trigger)
Felicia	880000	Invulnerable counter, low attack	Projectile, OTG-capable	—	Hunter Series	⇘ + M	⇨⇩⇘ + ATK·ATK	—	—	S + ATK	Wall cling
Firebrand	850000	OTG-capable, knocks down	—	—	Hunter Series	⇩⇘⇨ + H, ⇩⇘⇨ + ATK·ATK	⇩⇙⇦ + ATK·ATK	Yes	3-way (⇩⇙⇦ + ATK)	—	Wall cling
Frank West	1050000	—	Pinning poke	30% meter gain	Hunter Series	⇩⇘⇨ + S, ⇩⇘⇨ + H, ⇨⇩⇘ + H (lv.2), ⇩⇘⇨ + ATK·ATK	Use Snapshots late in combos to level up	—	—	S + ATK (lv.2+)	—
Haggar	1200000	Invulnerable assist, invulnerable counter, knockdown	Spinning knockdown	Ground bounce, hard knockdown	Marvel Series	cr. H, ⇨⇩⇘ + ATK·ATK	—	—	—	Roll after cr. H	—
Hsien-Ko	900000	—	Projectile reflector	Projectile	Hunter Series	⇩⇘⇨ + ATK·ATK, ⇩⇙⇦ + ATK·ATK	⇨⇩⇘ + ATK·ATK	—	2-way (forward/ backward)	Teleport dash	—
Jill (DLC)	850000	Ground bounce	Wall bounce	Invulnerable counter	Hunter Series	⇨⇩⇘ + L, ⇩⇘⇨ + ATK·ATK	⇩⇙⇦ + ATK·ATK	—	8-way (Mad Beast only)	Any direction during Feral Crouch	—
Morrigan	950000	Invulnerable counter	Projectile	30% meter gain	Hunter Series	⇨⇩⇘ + ATK·ATK	⇩⇩ + ATK·ATK	Yes	4-way (forward/ backward/up/ down)	—	—
Nemesis T-Type	1150000	Wall bounce (first hit)	Ground bounce	Projectile	Marvel Series	⇩⇘⇨ + ATK·ATK	—	—	—	—	—
Phoenix Wright	1000000	Projectile series; during Turnabout: invulnerable assist, invulnerable counter	Pinning assist, knockdown; during Turnabout: wall bounce, invulnerable assist, invulnerable counter	Low attack, OTG-capable	Marvel Series	⇩⇘⇨ + M/H (Investigation), ⇩⇙⇦ + ATK·ATK (Trial/Turnabout), ⇨⇩⇘ + ATK·ATK (Turnabout)	With three pieces of evidence, Trial ⇨ + H or air ⇩ + H	—	—	—	—
Ryu	1000000	Invulnerable counter	Projectile	—	Marvel Series	air ⇩⇘⇨ + ATK·ATK (aim down)	⇩⇩ + ATK·ATK	—	—	—	—
Spencer	1050000	Hard knockdown	Places target standing upright	Wall bounce	Marvel Series	air ⇩⇘⇨ + M/H/S	—	—	5-way (in air, non-upward directions + ATK + S)	—	In air, upward direction + S + ATK
Strider	750000	Ground bounce	Wall bounce	Hard knockdown	Hunter Series	⇘ + H, ⇩⇙⇦ + S (shot), ⇩⇘⇨ + ATK·ATK	⇩⇙⇦ + ATK·ATK	—	—	⇦⇩⇙ + ATK	Double jump, wall jump
Trish	850000	Vertical projectile trap	Capture trap	Projectile	3-Hits Alternating	Air ⇩⇘⇨ + ATK·ATK	—	Yes	8-way	—	Double jump
Tron	1200000	Knockdown	Nullifies medium priority projectiles, invulnerable counter	Projectile	Marvel Series	cr. + H	—	—	2-way (forward/ backward)	—	—
Vergil	850000	Projectile	—	Spinning knockdown	Marvel Series	⇘ + H, ⇩⇙⇦ + ATK·ATK (during Devil Trigger)	⇩⇙⇦ + ATK·ATK	—	2-way (backward/ forward) (Devil Trigger only)	⇩⇙⇦ + ATK	Double jump (Devil Trigger only), wall jump
Viewtiful Joe	950000	Projectile	Invulnerable counter	Bomb projectile, OTG-capable	Hunter Series	⇩⇘⇨ + ATK, air ⇩⇘⇨ + ATK·ATK	⇩⇙⇦ + ATK·ATK	—	2-way (forward/ backward) twice per jump	—	Triple jump
Wesker	1000000	Wall bounce	Low attack, OTG-capable	Spinning knockdown	Marvel Series	⇘ + H	Lose sunglasses	—	—	⇨⇩⇘ + ATK	—
Zero	830000	Invulnerable counter	Projectile	Pinning slash	Marvel Series	air ⇩⇘⇨ + M/H, ⇩⇘⇨ + ATK·ATK	⇩⇙⇦ + ATK·ATK	—	2-way (forward/ backward), 3-way (⇩⇙⇦ + ATK)	⇩⇙⇦ + ATK	—

Display Essentials

VITALITY GAUGES AND TIMER



The display has been reworked from original *MvC3*. The vitality gauge of the current point character occupies the center slot. The next character in line, partner 1, is shown below the center slot and labeled as A1. Partner 2 is shown above the point character and labeled as A2. Commands for the assist characters correspond to whichever buttons are assigned to P1 and P2. The A1/A2 labels dim when those characters are unavailable. "ASSIST OK!!" indicators appear over a given character's vitality gauge when they've recovered and are ready to take part in team actions again.



Between the vitality gauges for both teams are the X-Factor indicators and the timer. The X-Factor indicator's pulsing effects make it obvious whether or not X-Factor has been expended. The timer counts down 99 game ticks, which translates to 180 seconds.



If every member of a team is drained of vitality, that team loses. If the timer runs all the way down, the team with more vitality remaining *by percentage* is declared the winner. A draw is possible if both teams have an identical percentage of vitality remaining. For example, if Thor and Phoenix both have full vitality when time expires, the match is a draw even though Thor has *far* more actual vitality than Phoenix.

We recommend playing with the timer on the default setting of 99, and with damage set on medium. Not only will most, if not all, tournaments use these setting, but this is also the setting most experienced players favor online. The timer serves a useful purpose within gameplay—most matches between competent players will not actually go the distance, but the very threat of a time over victory forces players to take action eventually and prevents eternal staring contests. And the attacks of the game are balanced with medium damage in mind—other settings can be amusing, but they are not the product working as intended.



The UMvC3 Jobs Program

The vitality gauge order isn't just a grinder for different characters to rotate through. You should have some idea of the roles and responsibilities of each member of your team, both under ideal conditions and when serious problems arise.

Your starting point character's job should typically be to build a vitality lead or to build a significant amount of hyper meter, or both. For most teams, your ultimate goal is to create a solid handoff to partner 1 through either a powerful THC or TAC, which probably knocks one or two of their characters out while putting you in solid control of the match.

So naturally, your A1 character should synch up well with your point choice. Having complementary assists and hyper combos that handoff well (especially if the THC swaps are safe even if guarded) enables the characters on the first two slots of a team to just trade places fluidly, while keeping partner 2 in the back slot. This partner can be used as the primary assist, since the plan isn't to swap them in, or they can be relied upon as a level 3 X-Factor anchor, ready to spend the full resources of the team in a supercharged last gasp if it comes to that.

You may choose to use partner 2 more directly through three-stage team hyper combos (which are now much more powerful if you use mashable hypers!) or team aerial combos. Especially with the increased threat and more heavily weighted guessing game TACs represent in *UMvC3*, this approach can be extremely valuable with some characters. Characters with long corner carry air combos like Magneto, Storm, and Doctor Doom benefit tremendously from being incorporated into TACs, and a few characters, such as M.O.D.O.K., Viewtiful Joe, and Chun-Li, are much less scary *without* them!

You may have an alternate path to success, such as if your opening plan consists of saving hyper meter for Phoenix, building up evidence for Phoenix Wright, or leveling up Frank West's photography level. Regardless, you should be going into a match with some sense of the jobs of each member of your team and with alternatives planned in case your competitor doesn't cooperate with your wishes.

Actions That Change Team Order (and thus Vitality Gauge Order):

Crossover attack (red damage becomes permanent)
Crossover counter
Point character knocked out (red damage becomes permanent)
Struck with opponent's snap back (red damage becomes permanent)
Team aerial combo
Team hyper combo



Marvel Character Vitality

Name	Vitality
Thor	1250000
Hulk	1200000
She-Hulk	1150000
Taskmaster	1100000
Captain America	1050000
Doctor Doom	1000000
Dormammu	1000000
Ghost Rider	1000000
Iron Fist	1000000
Super-Skrull	1000000
Iron Man	950000
M.O.D.O.K.	950000
Shuma-Gorath (DLC)	950000
Wolverine	950000
Deadpool	900000
Hawkeye	900000
Nova	900000
Sentinel	900000
Spider-Man	900000
Doctor Strange	850000
Magneto	850000
Storm	850000
X-23	830000
Rocket Raccoon	750000
Phoenix	375000

Capcom Character Vitality

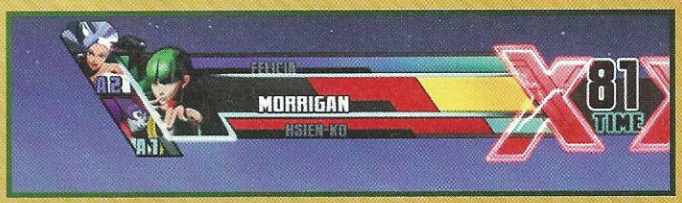
Name	Vitality
Haggar	1200000
Tron	1200000
Nemesis T-Type	1150000
Chris	1100000
Frank West	1050000
Spencer	1050000
Phoenix Wright	1000000
Ryu	1000000
Wesker	1000000
Morrigan	950000
Viewtiful Joe	950000
C. Viper	900000
Dante	900000
Hsien-Ko	900000
Felicia	880000
Arthur	850000
Chun-Li	850000
Firebrand	850000
Jill (DLC)	850000
Trish	850000
Vergil	850000
Zero	830000
Amaterasu	800000
Akuma	750000
Strider	750000

RED VITALITY

Initially, half of the damage received against point characters, and *any* damage inflicted against assists, is red damage. Red damage is not permanent! Partners recover red damage slowly over time whenever they are not directly engaged in a team action. Inactive assists recover 200 red vitality per frame, or 12,000 red vitality per second. Under the influence of X-Factor, point characters recover red damage, as well (except when being hit), and partner characters recover red damage faster than normal, alternating between 400 and 500 vitality recovered every other frame for 27,000 red vitality recovered per second!

The rate of red vitality recovery is a straight line, rather than being different for characters with different vitality totals. This means that partners with lower maximum vitality refill max vitality more quickly. Thor with 99% red vitality takes about 103 seconds to heal fully, while Phoenix with 99% red vitality is fully healed in 31 seconds.

Red damage becomes permanent when a partner character is tagged in via a crossover attack (hold P1 or P2), or when a character is forced to come in when their partner is knocked or snapped out. This is where snap backs come in most handy strategically—if you inflict heavy red damage to one of your opponent's assists, use the next clean hit you land on their point character to combo to a snap back, forcing that character in and making the red damage permanent! This is often the most efficient use of hyper meter—snapping in a character who has 90% red vitality does a lot more overall than a hyper combo to add 15-30% damage to a regular combo. Similarly, be wary when you have partner characters who've sustained severe red damage, especially if it's partner 1 (shown below the point character's vitality gauge)... that red damage is only a snap back away from becoming permanent, and if your point character succumbs, partner 1 will be forced in, as well.



When partner 1 has sustained severe red damage, avoid using their ***crossover assist*** (tap P1) or tagging them in with a ***crossover attack*** (hold P1). Be extra cautious to avoid having your point character knocked out, which would force partner 1 to replace them and make red damage permanent. If your point character's vitality is low in addition to significant red damage on partner 1, look for ways to bring in partner 2 safely. This may buy time for both ailing characters to heal red vitality, lessening your immediate risk of having two low-health characters in jeopardy back-to-back. The fastest method is a crossover attack to partner 2 (hold P2), but your rival may expect this and wait for it, eager to punish your new point character while they pose after the tag-in. A three-stage ***team hyper combo*** all the way to partner 2 or a ***team aerial combo*** involving all three characters are safer ways to accomplish getting partner 2 in. You can also guard your opponent's attack and use a ***crossover counter*** (tap ⇨ + P2 while guarding, requires one bar of meter).



When partner 2 has sustained severe red damage, refrain from further P2 assist calls. At least partner 2 isn't in imminent danger of having all that red damage become permanent yet if your point character is knocked out—partner 1 will drop in, not partner 2, so as long as you lay off assist 2 for a while, you should be fine. Beware of accidentally hitting ⇨ + P2 while blocking, as this causes an inadvertent ***crossover counter*** that swaps in partner 2, which is the last thing you want. This won't make the red damage permanent, but it does put the character in further jeopardy, since knockouts are dependent on depleting regular vitality, not red damage. You shouldn't be calling an assist this battered anyway, so just consider the P2 button off-limits for a while.



If both partner 1 and 2 are in bad shape, with deep red damage, then you could be in trouble. Any poorly timed partner call could just get them knocked out, yet your point character can't afford to get knocked out, either. You also cannot afford to tag either character in with a ***crossover attack***, as this just makes a lot of red damage permanent and compounds a difficult situation. Furthermore, playing sheepishly without assists is usually just delaying the inevitable, unless your capacity for stalling is confident and immaculate. Although ***X-Factor*** is at its least potent with three characters still standing, consider using it here. Getting health back for all three ailing characters, and thus breathing room, can help right the ship in a match gone wrong early. Be aware that later on in the match, as characters start to fall on both sides and the stakes and risks rise, your opponent may still have X-Factor available, while you will not. Some matches boil down to damned-if-you-do, damned-if-you-don't; you'll just have to feel it out.

You can squeeze the maximum amount of vitality possible out of your team with proper red vitality management, forcing your opponent to work even harder for the win. By letting your team rest as needed with character rotations through crossover attacks, THCs, and crossover counters, 300% vitality essentially becomes 450% vitality! Building a team that has plenty of safe THC options or invincible crossover counters helps you get injured comrades to the sidelines without risk, aiding your red vitality management overall. Vitality management is just as important as hyper meter management, so be vigilant in paying close attention to both!

VITALITY: SEALING THE DEAL

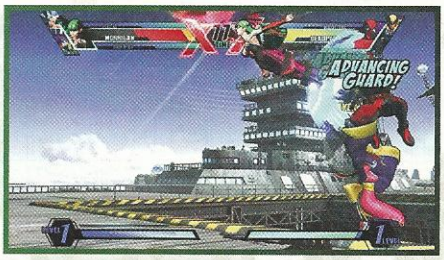
Sometimes at the end of a combo, your competitor will have only a sliver of life left. You can decide to do one of two things: either burn an extra bar of hyper meter for a THC to seal the K.O., or save it in an attempt to K.O. the weakened character via a mix-up or chip damage. In this scenario, it is almost always better to finish with a THC, even if your rival has close to zero vitality left.



UMvC3 is a team game, in which team dynamics are a core element of gameplay and strategy. Given this, losing a character is a big deal. Dealing 33% to all three characters of an opposing team is not nearly as significant as dealing 100% damage to a single foe, though the vitality lost is the same. If you let an opponent survive by not burning meter to THC for an assured knockout, you risk letting that character get away. If that character escapes to the sidelines, said character can possibly heal back all red vitality while being used as a crossover assist and THC/TAC partner. That character may even exact revenge later in the match with level 3 X-Factor after they've fully healed and returned at the end!

Hyper meter is much easier to come by than knockouts, so you'll almost never regret spending meter to THC and finish a character off, especially given that a knockout leads to an immediate mix-up opportunity against your competitor's next character. If you have limited hyper combo to spare, be mindful of the capabilities of the character you're trying to knock out, and the tendencies of your human opponent. It's always a good idea to K.O. the character your opponent can play best, but on the other hand, saving meter might be best if meter is tight and one of their less dangerous characters is the target. Of course, throw caution to the wind and burn all hyper meter if it's your rival's last character.

VITALITY: POST-KNOCKOUT



When an opponent's assist character is being forced out after a K.O. or a snap back, they are extremely vulnerable. Crossover assists cannot be called and THCs cannot be performed for roughly four seconds, and the opposing character is in a disadvantageous position. This time is crucial; a successful mix-up gives you the momentum you need to control the rest of the match or to come back after a bad start. Enemies in this position are highly susceptible to cross-under cross-ups, performed by dashing under their character as they fall in at normal jump height. Almost every character can perform some type of cross-under by dashing underneath the adversary and performing standing or crouching L. New characters coming in after a K.O. or snap back are often already cornered, allowing even more mix-up and pressure opportunities.

In the case of snap backs, be wary of opponents eager to use crossover attacks to tag back out! This is especially important when performing a snap back to bring in Phoenix or your character's primary crossover assist character, like Akuma or Haggar. Frequently, opponents are itching to tag back out as soon as possible, so they'll be holding P1 or P2 from the get-go. If your mix-up attempt fails, be ready to guard high to block the crossover attack, so you can punish them with a combo and snap them right back out.

HYPER METER



While team members have individual **vitality gauges**, they all share the hyper meter. The hyper meter is built up by interacting with opposing characters. Building and using hyper meter effectively is a key aspect of team management. With three characters on a team, there's rarely enough hyper meter to go around for everyone. But a team isn't just a slapping together of three characters who then operate in individual vacuums—consideration should be paid to who builds the meter well, who needs to expend the meter to be effective, who is present mostly for their assist, who is a good **THC** (team hyper combo) partner, and so on.

It is beneficial to decide on the general roles of each member of your team ahead of time. Will one character primarily serve as a battery, building hyper meter early on without needing to use much? Which character makes the best use of hyper meter? Are any of your characters utterly dependent on using the hyper meter to be effective? Should one character be considered a primary user? What tactics do you have available for building bar—will you rush your rival and rely on melee hits to build gauge? Or will you try to whittle away at the foe from afar with blocked attacks, slowly but safely stockpiling? You can also be aggressive and go for **team aerial combos** with air ↓ + S, or construct a team around point Felicia or Thor (who possess special moves that build hyper meter at will), or use a bar-building crossover assist (Morrigan, Frank West, or Amaterasu—Y).

Building hyper meter is inevitable—just about any interaction generates bar. So, plan for it or not, you'll have bar to burn. With just a little forethought as to where that hyper meter will come from, and where it ultimately actually goes, you'll gain a slightly more firm grip on the match. The various uses of hyper meter are covered in further depth later on in this chapter and throughout the chapters on character strategy, as appropriate.



*The most effective way to build hyper meter is with a downward-aimed **team air combo** (launch the target with S, then super jump and air combo into ↓ + S; this tags in your next character while granting one full bar of the hyper meter!*

Building Hyper Meter (in Order of Effectiveness):

Perform a team aerial combo by launching with S, then chaining into air ↓ + S
Call Morrigan, Frank West, or Amaterasu—Y
Use ↓ ↓ + H (hold) with Felicia or Thor
Hit opponent
Receive an attack from adversary
Hit rival (guarded)
Guard foe's attack

Hyper Meter Usage

Ability	Hyper Meter Bar Cost	Purpose
C. Viper EX moves	1	Special properties
Crossover combination	1~3	Damage, combo extension
Crossover counter	1	Safely swap partners, retaliate against blocked attacks, avoid chip damage K.O.
Hyper combo	1~3, 5 for Dark Phoenix Rising	Damage, combo extension, enhancement
Snap back	1	Mess up opposing team order, force in an opposing character who has low vitality or significant red damage
Team hyper combo	2~5 (lv.3 hyper combos can finish THCs)	Damage, combo extension, safely swap partners



Hyper Meter Gain

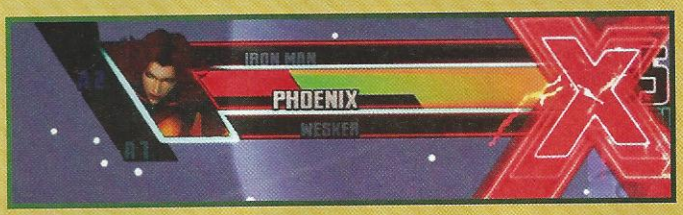
Each bar of hyper meter represents 10000 meter points. We've listed the meter gain for every move in the game; a move that gains 1000 meter is gaining a tenth of a bar. When attacks are blocked, the aggressor earns 62.5% of the usual meter gain value.

X-FACTOR

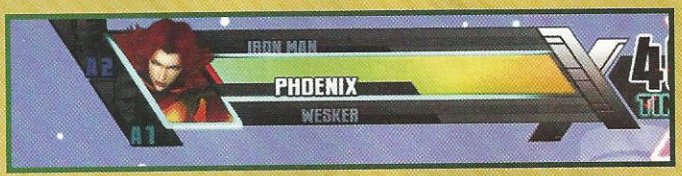
L + M + H + S (ONCE PER MATCH; NOTATED THROUGHOUT GUIDE IN COMBOS AND SEQUENCES AS XF)



X-Factor available; press L + M + H + S (XF).



X-Factor activated!



X-Factor unavailable: X-Factor can only be used once per match. The potential and duration of X-Factor is greater the fewer partners you have remaining, and the X-Factor indicator itself becomes more pronounced if you haven't yet used X-Factor with only one character left.

Between the vitality gauges of both teams is the X-Factor indicator. A glowing cross indicates that X-Factor is available or in use; a sterile, gray X indicates that X-Factor has been expended. X-Factor cannot be activated while knocked down, nor in hitstun, nor during hyper combos with cutscenes, lv.3 hyper combos, or throws. Otherwise, X-Factor can be activated at any time. New to *UMvC3*, it can be activated in the air as well as on the ground!

Actions Cancelable with X-Factor Activation:

Basic Attacks L, M, H
Special Attacks S
Command Attacks → + H, etc.
Special Moves ↓ ↘ → + ATK, etc.
Hyper Combos ↓ ↘ → + ATK ATK, etc.; not including lv.3 hyper combos or cutscene hypers
Guardstun

X-Factor can be used once per match, and it applies to an entire team at a time, including crossover assists. During X-Factor's duration, characters for that team will be encased in a shadowy galactic glow. The strength and speed of the point character, along with the strength of assists, are greatly increased during X-Factor. The speed boost means that attacks used during X-Factor often have shorter startup and faster recovery than outside of X-Factor, which leads to opportunities for link combos that are impossible otherwise, and makes hitstun decay less of a limiting factor. Both the strength and speed boosts innate to X-Factor vary from character to character.



Both partner characters and the point character recover 27,000 red vitality per second as long as they're not actively being hit by the adversary and no chip damage is received during X-Factor. This last point is extremely important, since some late-game strategies revolve around dealing tremendous chip damage from characters like Akuma, Dormammu, or Storm using hyper combos repeatedly. Using X-Factor to negate the unavoidable hits may often be the only way to avoid being knocked out.



The remaining duration of X-Factor is indicated by a glowing, shrinking red border around the vitality gauge.

Teammates Remaining	X-Factor Level	Duration (identical for all characters)	Damage Increase (character dependent)	Speed Increase (character dependent)
Three characters standing	X-Factor level 1	10 seconds	115~140%	100~125%
Two characters standing	X-Factor level 2	15 seconds	135~170%	105~130%
One character standing	X-Factor level 3	20 seconds	150~200%	110~145%

Marvel Character X-Factor Data

Name	Lv.1 Damage %	Lv.2 Damage %	Lv.3 Damage %	Lv.1 Speed %	Lv.2 Speed %	Lv.3 Speed %
Captain America	135	160	185	105	110	115
Deadpool	125	145	165	115	125	135
Doctor Doom	130	150	175	110	120	130
Doctor Strange	120	145	170	120	125	130
Dormammu	130	155	180	110	115	120
Ghost Rider	135	160	185	105	110	115
Hawkeye	120	140	160	120	130	140
Hulk	140	170	200	100	100	100
Iron Fist	130	150	170	110	120	130
Iron Man	125	150	175	115	120	125
M.O.D.O.K.	135	160	185	105	110	115
Magneto	125	147.5	170	115	122.5	130
Nova	130	150	170	110	120	130
Phoenix/Dark Phoenix	120/135	135/170	150/200	110/115	120/130	130/145
Rocket Raccoon	120	140	160	120	130	140
Sentinel	130	150	170	110	120	130
She-Hulk	130	150	170	110	120	130
Shuma-Gorath (DLC)	127.5	144.9	162.4	112.5	125	137.5
Spider-Man	125	145	165	115	125	135
Storm	125	140	155	115	130	145
Super-Skrull	130	147.5	165	110	122.5	135
Taskmaster	130	155	180	110	115	120
Thor	140	170	200	100	100	100
Wolverine	125	145	165	115	125	135
X-23	120	140	160	120	130	140

Capcom Character X-Factor Data

Name	Lv.1 Damage %	Lv.2 Damage %	Lv.3 Damage %	Lv.1 Speed %	Lv.2 Speed %	Lv.3 Speed %
Akuma	132.5	155	177.5	107.5	115	122.5
Amaterasu	120	140	160	120	130	140
Arthur	125	145	165	115	125	135
C. Viper	125	147.5	170	115	122.5	130
Chris	140	165	190	100	105	110
Chun-Li	120	135	150	120	135	150
Dante	130	150	170	110	120	130
Felicia	115	135	155	125	135	145
Firebrand	115	135	155	125	135	145
Frank West	135	160	185	105	110	115
Haggar	140	165	190	100	105	110
Hsien-Ko	125	145	165	115	125	135
Jill (DLC)	125	140	155	115	130	145
Morrigan	120	137.5	155	120	132.5	145
Nemesis T-Type	140	165	190	100	105	110
Phoenix Wright	135	160	185	105	110	115
Ryu	135	160	185	105	110	115
Spencer	135	160	185	105	110	115
Strider	120	135	155	120	135	145
Trish	120	140	160	120	130	140
Tron	135	160	185	105	110	115
Vergil	125	150	175	115	120	125
Viewtiful Joe	120	140	160	120	130	140
Wesker	130	150	170	110	120	130
Zero	120	140	160	120	130	140

X-Factor's purpose and potential uses are multifaceted:

Since X-Factor activation can cancel any action, you can hit-confirm into X-Factor from any combo. The ideal application for a hit-confirmed X-Factor combo is when you recognize that you've nailed both the opponent's point and partner character at once—a solid X-Factor combo, even at X-Factor level 1, can easily knock out any full-life assist, and most full-life point characters! Two-for-one is just about the best deal you'll find in *UMvC3*.

The ability to X-Factor cancel actions in otherwise-impossible places means you can create new set-ups by canceling the recovery of certain projectiles and hyper combos with X-Factor. This is analogous to using FADC in *Super Street Fighter IV* (or "roman canceling" in *Guilty Gear XX* and its sequels) to throw a fireball, then dash immediately behind it.

Similarly, you can use X-Factor to achieve otherwise impossible, outrageous combos by canceling a ground hyper combo partway through into another hyper combo. This is great when you want to ensure that a combo results in a knockout, rather than simply a severely damaged foe. Interestingly, if you X-Factor cancel a mashable hyper combo, your inputs after your character recovers from the X-Factor cancel still influence the hits of the canceled hyper combo!

You can also use X-Factor to cut guardstun short after blocking a recovery-heavy attack—your punishment becomes much stronger with X-Factor active, and you can access it sooner without waiting for guardstun to decay naturally. This can be ideal for harshly punishing some predictable tactics, like dive kicks, square jumps, and crossover assists.

X-Factor can also be used during guardstun to avoid a chip damage knockout, such as while blocking a beam like Iron Man's Proton Cannon. Depending on the situation, this can be a lot more palatable than using a crossover counter out of desperation, which wastes a bar of meter and often just means you trade the knockout of one character for another. And, crossover counters aren't available while blocking in midair, making air X-Factor activation the only recourse sometimes.

Expanding on this medical role, if your point character and partners have banged-up vitality gauges filled with red damage, you can activate X-Factor and run away from your attacker for a bit while red damage replenishes more quickly than normal.

Finally, you can simply keep X-Factor in reserve to deploy in last-man-standing scenarios. X-Factor is tremendously powerful when used by a single, unassisted character, greatly increasing comeback potential if you find yourself sliding down the slippery slope of dwindling numbers!

It's easy to recommend knocking out two characters at once—both a point character and an assist—as the most efficient and dominant proactive use of X-Factor. In effect, this resembles the "double snap back" assist infinites that became one of the most deadly high-level tactics in *MvC2*—you receive an outsized reward for an incidental, or even *accidental*, hit. And in some ways, this is even *more* powerful—here, you don't just knock out one character and gain tremendous momentum against the next; instead, you just outright demolish two characters! However, that situation may not come up in a given match, or you may not have time to react to glancing blows that strike two opposing characters. How you use X-Factor in each match is ultimately a judgment call, and the factors for that judgment differ from bout to bout and opponent to opponent. The only sure thing regarding X-Factor is that it's far too powerful to overlook. So, at the very least, don't neglect to use it if you're down to your last character—there is no reason not to, at that point—but also look for efficient opportunities to use X-Factor that come sooner than a last-ditch comeback effort!

X-FACTOR COMEBACKS

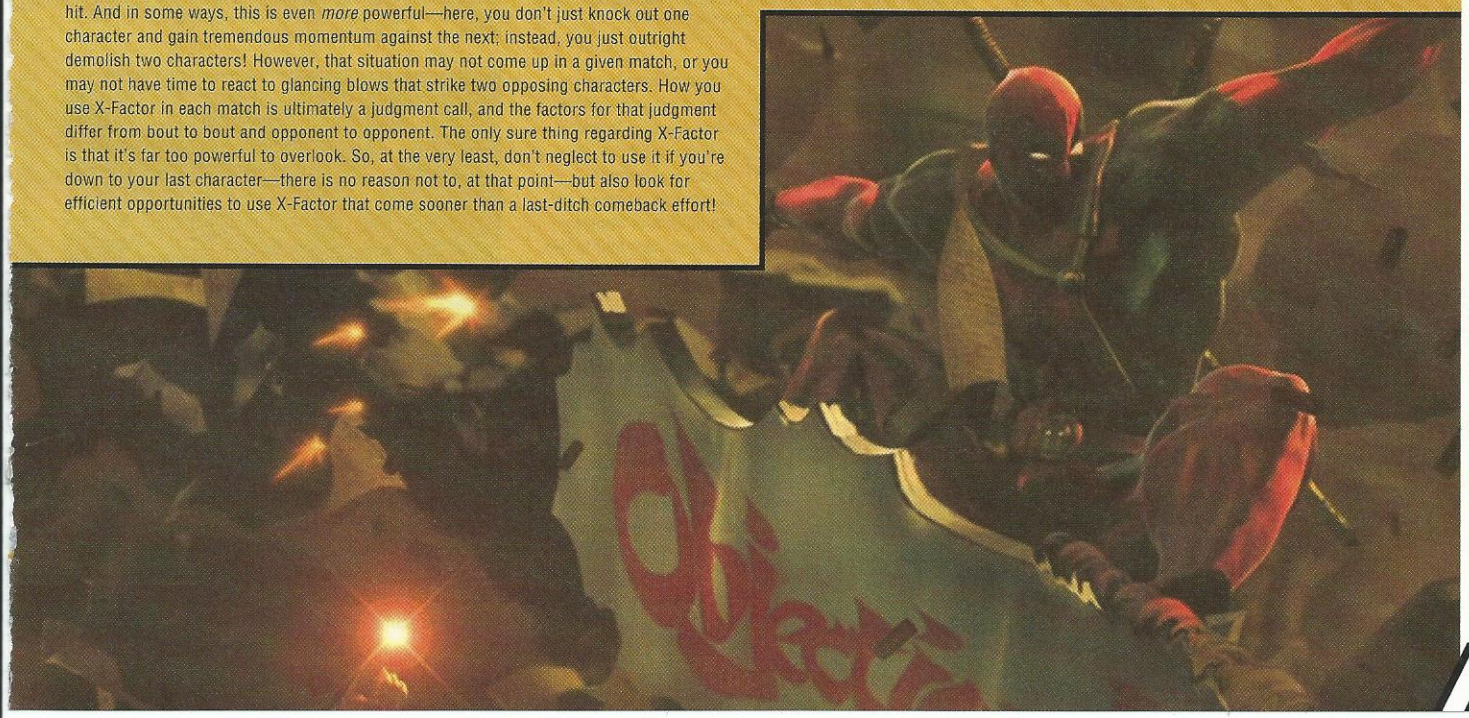


If you have only one character left against an entire team of three, don't lose hope just yet! Sometimes, level 3 X-Factor is all you need to stage a comeback. Don't be hasty with your activation, however. Activating X-Factor without having the initiative isn't always the best choice. Quickly analyze the opposing team's characters and remaining vitality. For example, if the remaining team is 40% Storm, 90% Wesker, and 100% Nemesis, you should aim to K.O. Storm without the use of X-Factor if possible, since the remaining two characters have high vitality.

Usually, players respond to a level 3 X-Factor activation by fleeing, making it harder to stage a comeback; it's less likely for them to run away from your last remaining character that has yet to activate X-Factor because you have no remaining characters to call on for help. In this case, especially if the opposing team is healthy overall, save your X-Factor for a guard cancel attempt. After the first K.O., perform a mix-up on the next character coming in; if successful, any character should score 100% off the resulting combo. Level 3 X-Factor hits *hard!* You then get *another* mix-up opportunity on the last character, which hopefully seals the comeback! It's important in this situation to perform combos that are not only specifically tailored for a K.O. in level 3 X-Factor, but that are also reliable and consistent. Securing a combo opportunity only to mess it up because of X-Factor's speed increase kills your momentum while precious X-Factor time bleeds away.

If you are having trouble finding a good opportunity to activate X-Factor level 3, create the opportunity yourself. Hyper combos like Dormammu's Stalking Flare, Strider's Ouroboros, or Firebrand's Chaos Tide are great to use right before activating X-Factor. Special moves like Vergil's Rapid Slash, Super-Skrull's Meteor Smash, or Phoenix's TK Overdrive can be used and canceled into X-Factor for positioning or fishing for hits. Similarly, invincible and long-reaching hyper combos like Spencer's Bionic Lancer and Iron Fist's Iron Rage give you high-damage openings to use seemingly at random; if your cold hyper combo hits, great! Either pop X-Factor and turn the hit into a knockout if it's their last character, or save X-Factor and keep the threat handy; if your "random" hyper combo is blocked, X-Factor cancel the recovery to keep safe and enable an immediate follow-up attack!

In short, don't just use X-Factor randomly because you have one character remaining. Being strategic with your X-Factor use in a dire situation can mean the difference between staging an epic comeback or losing horribly. Save your X-Factor for a good opportunity, or if you're on your last legs and need to save yourself from a chip damage K.O.



Foundation: Guarding

The most important thing you can do to improve at any fighting game is to guard properly. And yet the number one thing that novice and intermediate players neglect to develop is defense. For the most part, whenever you are in doubt in *UMvC3*, the prime directive is to rely on solid guarding, while staying calm and looking for a way to turn momentum to your favor. None of that works if you didn't block correctly in the first place, however. Guarding an attack negates most or all of its damage, and it allows you to input ATK ATK to push the attacker away with **advancing guard**. Many attacks, including most **special moves** and **hyper combos**, deal damage even when guarded—this is called **chip damage**. Chip damage amounts to 30% of the damage an attack would have caused if it wasn't blocked. Guarding is accomplished by holding a backward direction while your character is not otherwise occupied performing an action.

Ground Guarding

Defensive Input	Result without Incoming Attack	Result with Incoming Attack
⇦	Backward jump	Standing guard during 3 pre-jump frames / air guard after 4th frame*
⇦	Backward walk	Standing guard
⇙	Crouch	Crouching guard

** M.O.D.O.K. leaves the ground on the first frame after an upward input, so he cannot block during pre-jump frames; he doesn't have any!*

Air Guarding (Not Possible while Airdashing or Flying)

Defensive Input	Result without Incoming Attack	Result with Incoming Attack
⇖, ⇦, or ⇙	Air control backward (if possible)	Air guard

Guarding Types

Guard Type	Guards Against	Vulnerable To	Actions Available during Guardstun
Standing Guard	Overhead attacks, mids	Low attacks, throws	Advancing guard, crossover counter, X-Factor
Crouching Guard	Low attacks, mids	Overhead attacks, throws	Advancing guard, crossover counter, X-Factor
Air Guard	—	Air throws, anti-air special throws	Advancing guard, X-Factor

The speed of the action in the *MvC* series is unsurpassed among fighting games, and many offensive tactics are based on creating situations where it's difficult, or close to impossible, to guard properly. This makes guarding under pressure an absolutely crucial skill. Because of the nature of *MvC*, your success is occasionally based on sheer reactions and skill, but much of the time, it is based on solid guesswork and knowledge of your opponent. Sure, understanding how to block is key in any fighting game, but few games have you pay so heavy a price for getting it wrong.



Wrong.





Wrong.



Right! ***Low*** *attacks must be guarded crouching. Many crouching basic attacks are low attacks, along with certain crossover assists and other moves.*



Many attacks can be guarded standing or crouching. These are sometimes called ***mid*** *attacks. Most (but not all!) standing basic attacks, assists, special moves, and hyper combos are mid attacks.*



Right! Overhead attacks *must be guarded standing. Also called* high attacks. *Most air basic attacks are overheads, as are some command attacks and special moves. Crossover attacks, accomplished by holding* P1orP2 *to switch characters, are overheads.*

Guarding correctly places your character in **guardstun**. The duration of guardstun is dependent upon the attack that caused it; heavier attacks tend to inflict lengthier guardstun. While on the ground, many attacks can be guarded either standing or crouching, but low attacks can only be guarded while crouching, and overhead attacks can only be guarded while standing. Some assists strike either high or low and are very useful as a result, since they allow virtually unguardable setups when used in tandem with point character attacks that must be blocked the other way.

MARVEL LOW HITTING ASSISTS (MUST BE GUARDED CROUCHING!)

Deadpool—α
She-Hulk—α
X-23—β

CAPCOM LOW HITTING ASSISTS (MUST BE GUARDED CROUCHING!)

Felicia—α
Phoenix Wright—γ
Wesker—β

MARVEL OVERHEAD ASSISTS (MUST BE GUARDED STANDING!)

Iron Fist—β
Nova—β

CAPCOM OVERHEAD ASSISTS (MUST BE GUARDED STANDING!)

Akuma—γ
C. Viper—γ

You don't have to worry about high or low attacks when guarding in midair. You can use this to your advantage, jumping defensively to reduce the number of blocking variables from four to two. Jump defensively with caution, though. Before jumping, you risk being hit by a low attack during the three pre-jump frames, and once off the ground, you risk eating an **air throw**. As with guarding on the ground, guarding in midair puts you into **guardstun**, your character's blocking animation. During aerial guardstun, the only things you can do are press ATK ATK to push your rival away with **advancing guard** and use all four attack buttons to cancel guard with **X-Factor.**



Guarding in the air is done by holding any backward direction.

Flying characters cannot guard. Guarding is possible the rest of the time while airborne, but using some moves means you can't guard (or act in general) until that character lands on the ground again. Examples include Storm's S + ATK Lightning Attack (used outside of flight) and Wolverine's S + ATK Drill Claw. Do not use these moves carelessly, since watchful opponents will recognize that your character is vulnerable all the way down; all they have to do is launch your character or start a hyper combo before your hero lands.

No Proximity Blocking!

MvC3 and UMvC3 do not have "proximity blocking," a feature found in many Capcom fighting games where nearby whiffed attacks force you into **guardstun**. Here, characters only enter guardstun when they are actually guarding an attack.

Active Blocking / Absolute Guard

Attacks that strike quickly enough to leave no gaps for the defender to move or act are all guarded automatically if the first attack is blocked correctly, since the defending character is stuck in **guardstun**. These gapless sequences, which prevent the defender from surprising the aggressor with a **reversal** or similar escape tactic, are often called **true blockstrings**. As an example, block the beginning of Iron Man's Proton Cannon **hyper combo**, then stop holding back. Your character still guards the entire hyper combo. This is called **active blocking**, or **absolute guard**. Don't rely on active blocking, though—this can get you into trouble if competitors switch from low to high (or vice-versa) in a series of attacks, or if attacks are delayed.

ADVANCING GUARD

ATK ATK DURING GUARDSTUN



Advancing guard pushes both the aggressive and defensive characters apart. When cornered, advancing guard is less effective because only the aggressor character is pushed back—the defensive character has nowhere to go!

Advancing guard (also called **pushblock**) can be performed at any time during **guardstun** by pressing ATK ATK. Against multi-hit attacks, advancing guard can be performed many times successively. Advancing guard pushes the defender and the attacker away from each other, and it may reduce some of the **chip damage** received from blocked attacks, depending on positioning. *UMvC3* is full of fast characters equipped with devious options to compromise your blocking and score a hit, so when you do block correctly, it's almost always crucial to buy yourself some space with advancing guard. The only reason you wouldn't want to employ advancing guard is if your opponent has let you guard something that has enough recovery so you can punish for free—in these instances, advancing guard is actually detrimental, as you waste a punish opportunity! Savvy competitors won't hand it over for free very frequently, though, so err on the side of using advancing guard to repel any enemy offensive, and always perform advancing guard repeatedly when guarding a continual attack like a beam hyper combo.

Don't be overzealous trying to use advancing guard right away, though—if you start pressing ATK ATK in anticipation of advancing guard rather than actually reacting to your successful blocking, you'll inevitably produce errant attacks or dashes when the opponent actually doesn't do anything. When your challenger realizes you're using advancing guard early, they can simply act aggressively and bait you into whiffing unintentional attacks, which they then punish. Slow yourself down slightly, and force yourself to *react* with advancing guard, rather than just *hoping* for it. Likewise, when you realize someone is using advancing guard a little too quickly after blocking, start delaying your follow-up hits to counterhit them.

Advancing guard can be activated at any time during guardstun, even down to the last frame

Once the "push" actually happens, advancing guard recovers from guardstun after 21 frames, regardless of the attack that caused guardstun

The earliest time a "push" happens is after one-third of an attack's guardstun has passed. You can input advancing guard earlier and the game will register it, but the push won't actually happen until this timeframe has passed

Advancing guard almost always results in *more* guardstun than simply blocking, unless the guarded move causes abnormally lengthy guardstun, like more than 35 frames

Both characters are pushed away from a central point during advancing guard, though the attacker is pushed back farther. This is why advancing guard means less in the corner

COUNTERS TO ADVANCING GUARD



Advancing guard doesn't work against certain moves, and it is less effective against some tactics that force you to block separate attacks simultaneously.

Advancing guard does not represent an unassailable wall. Advancing guard is far less potent when cornered. Some moves, like Storm's Lightning Sphere or Dante's Devil Trigger specials, are actually immune to advancing guard. And if you are made to guard against attacks from both a point character and assist at the same time, advancing guard gets diminished in effect. This is especially troublesome if the opposing point character manages to drop an assist on one side, then attack from the other—a situation some **teleport** and **square jump**-capable characters can create at will.

Characters who have thrown a projectile and fully recovered can negate advancing guard with precise timing. Wait until just as your rival guards and begins to use advancing guard with a projectile, then dash forward. If you dash a little early, you'll just get pushed back as normal. With perfect timing, your character simply appears to dash forward, as if advancing guard had no effect at all! With slightly late timing, you'll have your character get pushed backward for a split-second before initiating the forward dash, which means that your character will probably maintain roughly the same overall position.



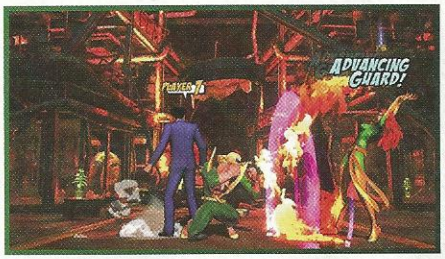
Input a dash JUST as your opponent's advancing guard animation begins.

Projectile characters can ignore advancing guard entirely by dashing just as the competitor initiates advancing guard against a projectile.

The same kind of thing can be done with flight activation. From a move that your opponent has blocked and pushblocked, cancel into flight; the state change halts the backward momentum of advancing guard. Similarly, certain special moves and actions can circumvent advancing guard. With Trish, you can chain cancel from a blocked air attack to her Stiletto Kick to negate advancing guard, whereas with Doctor Doom, you can cancel blocked basic attacks into forward dashes, achieving the same effect.

Take care not to simply mash on ATK ATK when you expect to block an attack. In other words, try very hard to react to attacks before using advancing guard, rather than anticipating attacks and pressing ATK ATK on autopilot. If your rival doesn't actually produce an attack for you to guard, you either accidentally trigger either a dash or an unintentional attack. Either result can be disastrous against an attentive foe.

THE THEORY OF RELATIVITY (FOR GUARDING, AT LEAST)



No matter where your opponent's assist is, block away from their point character. Assist characters have PLAYER 1 or PLAYER 2 above their heads, depending on the team to which they belong.



*If your competitor manages to place their crossover assist far behind you, you must block both the assist's attack and anything from the point character by holding **away from the point**. Do not be confused by the crossover assist!*



*With all the mayhem possible in a match, with up to six characters on the screen amidst effects and explosions innumerable, it's important to keep yourself oriented. No matter where characters are positioned, no matter where crossover assists are being called, no matter what's going on, guarding is always relative the opposing team's **point character**. So, if the opposing point character is to the right, block with ← or ↙. If they're to the left, block with → or ↘.*

Many tactics are devised to be confusing specifically to put the onus on the defensive player to block properly. For example, say a teleport-capable character calls a pinning crossover assist on one side of the opponent, then teleports to the other side. The defensive opponent not only has to process that the teleporting point character swapped sides, and that the crossover assist now stuck to their backs is irrelevant (though it still must be guarded!), but they also have to be watchful for that point character to mix up between overheads and low attacks, or maybe even another side switch. Often in these kinds of situations, the presence of a pinning assist disables advancing guard, so it's important to have good guarding fundamentals for when the issue is forced upon you. Don't panic or worry about chip damage—just try to react to what the offense executes, and guard accordingly until you have an opportunity to use advancing guard to begin an escape. Keep in mind that if you are set up for solid **crossover counters**, an adversary trying to pin you with an assist from the front while also attacking represents the best time to counter—catching two characters is better than one, and it can turn the tide of a match instantly!

CROSSOVER COUNTERS

→ + P1≡P2 **DURING GROUND GUARDSTUN (REQUIRES ONE BAR OF HYPER METER AND AN AVAILABLE PARTNER)**

Crossover counters can be used like variable counters from *MvC2*, to block and hit back opponents, or to escape chip damage knockouts.

Counters are a team-oriented defensive measure from blocking. When guarding on the ground, you can perform a crossover counter by pressing → + P1≡P2. If a partner is present and hyper meter is available, the chosen character tags in and performs their crossover assist. The incoming character becomes the point character immediately, and the move performed adopts the characteristics of a special move rather than a crossover assist—meaning it can be hyper combo canceled or interrupted with X-Factor. C. Viper's crossover counters can be canceled with a feint by pressing S, just like her special moves.

The most obvious use of crossover counters is in desperation—you can crossover counter to avoid a chip damage knockout. You have to weigh whether it's worth eating some guaranteed damage on the character coming in against letting the low-health character expire. This is always a case-by-case decision, as countering in a character to eat the end of a hyper combo for someone else may just lead to them getting knocked out instead.

You can also employ crossover counters more proactively on defense, timing the tag in to hit your opponent while they're still recovering from their blocked attack. If you used a good crossover assist for this, you'll have the chance to hit-confirm and cancel into the new character's hyper combo!

Interestingly, after initiating a crossover counter, you can actually perform any air hyper combo the incoming character has before they actually touch down and perform their assist attack as a counter! This costs yet another bar of meter, so it's an expensive trick, but it's worth keeping in mind; for example, Trish and Sentinel don't have great crossover counters for taking back momentum or punishing enemy attacks safely, but they *can* perform relatively safe hyper combos in midair. Counter to Trish or Sentinel, then perform air Maximum Voltage or Hard Drive before landing to fry your aggressor.

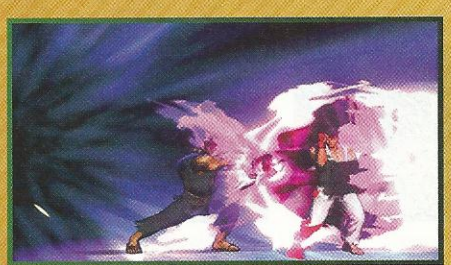
Some assist types are invulnerable, but only when they are used as a crossover counter! Most "uppercut" type assists fit this bill... they aren't actually invincible when used as crossover assists, but counter into them, and all these attacks are invincible and guaranteed to make it to at least the first hitting frame. The only assists in the game with invulnerability *as assists* are Haggar—α and (Turnabout) Phoenix Wright—α or Phoenix Wright—β.

MARVEL INVULNERABLE CROSSOVER COUNTERS

Captain America—β
Deadpool—α
She-Hulk—γ
Spider-Man—γ
Thor—β
Wolverine—α
X-23—γ

CAPCOM INVULNERABLE CROSSOVER COUNTERS

Arthur—α
Chris—α
Felicia—α
Haggar—α
Morrigan—α
Phoenix Wright—α/—β (Turnabout)
Ryu—α
Tron—β
Viewtiful Joe—β
Zero—α



Crossover counters can be performed during guardstun, whether standing or crouching.



Input → + P1≡P2, and the new character tags in with their crossover assist! They become your new point character immediately. You can even cancel their tag-in into an air hyper combo before they even touch down!



Character-depending, you have follow-up options if this crossover assist hits...for example, canceling into a hyper combo!

Movement

WALKING

HOLD ⇦ OR ⇨

The most basic way to move. Holding ⇦ also doubles as standing guard if your rival decides to attack. Apart from fine positioning, or using Arthur on point, you probably won't be doing a lot of sustained walking. The pace of the game is simply too fast for this to be a viable primary method of locomotion.



DASHING

⇨⇨ OR ⇦⇦ (WITH NO MORE THAN 9 FRAMES SEPARATING THE INPUTS); ATK ATK OR ⇦ + ATK ATK (WITH NO MORE THAN 1 FRAME SEPARATING THE BUTTON PRESSES; REFERRED TO AS "COMMAND DASH")

A dash on the ground is a fast movement either backward or forward. This is likely how you'll travel most of the time on the ground, unless you plan to focus on Arthur, Hsien-Ko, or Morrigan (Arthur cannot dash, Hsien-Ko warps forward rather than dashes, and Morrigan airdashes up from the ground). Dashes allow you to either close distance with a foe or to retreat very quickly. Most characters can cancel a dash with other actions (such as an attack or blocking) after only 4 frames, and you should get in the habit of being ready to guard, jump, or attack immediately after starting a dash. Dashing forward and then guarding immediately is one of the best ways to cautiously gain ground and test your opponent's defensive reactions without running into enemy assists or attacks carelessly.



Ground dashes can be canceled into attacks or guarding after frame 4, unless otherwise noted. All dashes (except irregular ones) can be canceled into jumps instantly.

While most characters can cancel a dash with any other action after frame 4, some characters can't cancel a dash for a longer period at the beginning, and a handful of characters can't cancel a dash at all! Players using these characters must be more careful with their use of dashes than with the rest of the cast, who have the luxury of being able to cancel their dashes with attacks or (more importantly) by guarding. Characters who cannot cancel their dashes early or at all also occasionally run into problems with jump-in combo positioning. Other characters may land a jump-in hit from far away, land, then dash and immediately cancel the dash with an attack to hit the target point-blank and continue into a full combo. Characters who can't interrupt dashes can't do that, however: by the time their dash is cancelable or ended, the defensive character is able to guard. Thus, in addition to taking extra care with movement, players of these characters must be more precise with their air-to-ground offense.

Marvel Character Ground Dash Data

Name	Forward Dash	Backdash	Notes
Captain America	40	33	—
Deadpool	31	35	—
Doctor Doom	35	33	Cannot cancel dash
Doctor Strange	35	35	—
Dormammu	19	33	Cannot cancel dash
Ghost Rider	20	25	—
Hawkeye	30	30	—
Hulk	40	40	Cannot cancel dash
Iron Fist	30	33	—
Iron Man	35	35	Ground dashes can be canceled after frame 11
Magneto	45	45	—
M.O.D.O.K.	19	33	—
Nova	35	25	—
Phoenix	38	39	—
Rocket Raccoon	15	15	—
Sentinel	30	27	—
She-Hulk	19	33	—
Shuma-Gorath	45	54	Backdash: frames 12-31 invulnerable
Spider-Man	41	40	—
Storm	19	33	—
Super-Skrull	32	32	—
Taskmaster	35	35	Movement starts on frame 6
Thor	19	39	—
Wolverine	20	34	—
X-23	16	21	—

Capcom Character Ground Dash Data

Name	Forward Dash	Backdash	Notes
Akuma	28	28	—
Amaterasu	73	32	—
Arthur	—	—	No dash ability
Chris Redfield	39	40	—
Chun-Li	22	29	—
C. Viper	15	23	—
Dante	19	31	—
Felicia	25	24	—
Firebrand	22	22	—
Frank West	30	30	—
Haggar	30	31	—
Hsien-Ko	50	33	Forward dash: frames 16-30 invincible, can pass through foe
Jill	19	23	—
Morrigan	46	23	Morrigan airdashes instead of ground dashing. Hold input to dash for longer. Can cancel forward dash into air attack after frame 15. Backdash cannot be canceled
Nemesis T-Type	45	37	Can cancel ground dashes after frame 10
Phoenix Wright	35	35	—
Ryu	20	25	—
Spencer	30	35	—
Strider	54	38	—
Trish	25	25	—
Tron	34	42	Can cancel ground dashes after frame 11
Vergil	21	39	—
Viewtiful Joe	26	26	—
Wesker	18	24	—
Zero	41	35	—

DASH INPUT LENIENCY, AND BACKDASH FEINTS

When dashing using tap commands, you must leave a gap of no more than 9 frames between ⇨ or ⇦ inputs. With a gap of 10 frames, no dash is produced. This is true of airdashes, as well.

When dashing using attack button presses (L, M, and H —although any of these work, we notate ATK throughout this guide), things work differently. To simply dash forward, press any two basic attack buttons together (this does not include S). There is *very* slight leniency here—the inputs are intended to be simultaneous, but they do not have to be, exactly. Press one attack button, then another attack button on the *very next frame*, and a dash is still produced. As a side effect, this enables plink wavedashing. (See the following note.)

To backdash with attack buttons, press ⇦ + ATK ATK. You MUST hit ⇦ at the same time as at least one attack button, and the same tiny leniency applies for the other attack button press—a gap of one frame is allowed, and the dash still registers.

However, if you tap ⇦, then wait at least 1 frame but up to 8 frames before inputting ATK ATK, something strange happens: your character backdashes for 4 frames, then automatically cancels into a forward dash! This can be useful as a visual feint when you want to dash forward anyway—if your character has a particularly distinctive backward dash animation (such as Haggar's, or M.O.D.O.K.'s, or Sentinel's) this trick may incite reactions from an opponent who expects a backdash. However, this is not useful for characters without distinctive animations at the beginning of a backdash.

Note that this backdash feint trick does not work for the characters who cannot cancel dashes immediately (Chris, Doctor Doom, Dormammu, Hulk, Iron Man, Ryu, and Tron). For them, tapping ⇦ then ATK ATK within 8 frames simply results in a backdash. With a gap of 9 frames or larger, a forward dash is produced.

Wavedashing

Wavedashing refers to canceling a dash into another dash. There are two ways to do this.

Crouch-cancel dashes into one another. Input → → or (ATK)(ATK) for the first dash, then quickly repeat ↓, (ATK)(ATK), ↓, (ATK)(ATK). You're tapping down ever so briefly to interrupt one dash before returning the pad or stick to neutral and inputting the dash command again for a new one.

Plinking dash inputs. This causes a dash to cancel to a basic attack, which is then instantly kara-canceled into another dash. To perform this, first dash with → → or (ATK)(ATK), then input (ATK)~(ATK), with only one frame separating the attack inputs. If performed correctly, you'll seem to seamlessly cancel one dash into another, without a crouch cancel. Bonus points if you perform this with → ✣ (H)~(ATK), → ✣ (H)~(ATK) to install option select throw break attempts into each dash!

Mastery of wavedashing allows you to have your characters cross the ground much more quickly—useful if your competitor is trying to run away or zone from the air, or if they leave themselves vulnerable from far away. It can also open up extra combo and OTG possibilities from farther out than is possible with a single dash.

Characters who cannot cancel a dash also cannot wavedash; characters who can only cancel a dash midway through cannot wavedash as quickly as the rest of the cast. Every character's dash duration and acceleration is a little different, so the ideal time to actually cancel dashes to wavedash for maximum speed and distance varies from character to character.

JUMPS, SUPER JUMPS, DOUBLE JUMPS, TRIPLE JUMPS, WALL JUMPS, AND FLIGHT

In most fighting series, it's imprudent to spend too much time in the air. That's definitely not the case here; *UMvC3* battles can take place as much in the air as on the ground. Characters vary wildly in their aerial capabilities; some should be played so they are in the air a majority of the time, while others are best used while they are grounded.





The screen will shift to super jump height to track an ascending character, and the ground is not visible. Point characters who are still grounded will be represented by "1P" and "2P" indicators, and can still move around and act as normal. Assist characters are ***not indicated*** visually from super jump height! The only way to know if an assist was called is by audio cues and the disappearance of assist button icons over vitality gauges.



In a departure from previous *Vs.* titles, characters *do not* turn around on their own when **jumping**! That is to say, if you jump over an opposing **point character**, you will *not* automatically turn back to face them until landing again. While you can still air **guard**, or air **throw** an opponent with ⇨ or ⇦ + (H) if close enough, this does mean aerial **basic attacks** will whiff in the wrong direction! The only way around this is to use a **special move** after you've crossed over your foe—this will re-orient your character properly. Like guarding, the commands for special moves are *always* relative the opponent's character, no matter which direction your character is actually facing.

Flight characters have it best here, as activating flight will re-orient them with more freedom to maneuver. Additionally, passing over an opponent during flight will automatically auto-correct a character's orientation.

While airborne, you won't need to worry about whether to guard ***high*** or ***low***; only holding backward, away from the opposing point character, matters. You are still susceptible to air throws, however, most of which lead to ***OTG*** opportunities. Also, flying/airdashing characters cannot block, and certain characters cannot block until landing after using certain attacks.



Limitation on Special Moves During Airborne Periods

In a given airborne period, which is defined as the time between when your character leaves the ground and when they land again, no more than three **special moves** can be used. There is one way around this: flight-capable characters can use as many special moves as they want while flying, provided that you actually activate flight before *already* using three special moves—flight activation itself counts as a special move, so your character can't start flying if you've already used three specials! Once activated, flight is its own distinct state, which allows the use of as many special moves as you can perform. Once flight expires, you'll only be able to use a special move again if you *haven't* used more than two special moves already, including flight activation itself, and any specials used during flight.

Except for M.O.D.O.K. jumps have 3 grounded startup frames before becoming airborne on the 4th frame after input. They have 1 frame of recovery upon landing. Values for double/triple jumps indicate added frames of vertical movement. By holding ⇦ or ⇨ during a super jump you can alter your character's trajectory slightly with air control, though some characters are better at this than others. For flight frames, the first number is the startup of flight mode, and the second number is the duration.

Marvel Character Jump Data

Name	Jump Frames	Super Jump Frames	Double/ Triple Jump Frames	Flight Frames (startup / duration)	Notes
Captain America	44	81	+17	—	—
Deadpool	37	81	+19	—	Wall jump capable
Doctor Doom	44	81	—	15 / 106	—
Doctor Strange	43	81	—	22 / 99	—
Dormammu	42	81	—	21 / 100	—
Ghost Rider	40	81	—	—	—
Hawkeye	49	81	—	—	—
Hulk	40	81	—	—	—
Iron Fist	40	81	—	—	Wall jump capable
Iron Man	46	79	—	12 / 108	—
Magneto	48	81	—	15 / 106	—
M.O.D.O.K.	5	81	—	5~7 / 300	Normal jump flight mode starts 5 frames after pressing ⇧
Nova	40	81	—	10 / 110	—
Phoenix	42	81	—	19 / 102	—
Rocket Raccoon	40	81	—	—	Hold ⇧ during jump to float
Sentinel	47	81	+24	17 / 104	—
She-Hulk	40	81	—	—	Wall jump capable
Shuma-Gorath	46	81	—	—	—
Spider-Man	52	81	—	—	Wall jump capable
Storm	43	81	—	22 / 99	Hold ⇧ during jump to float
Super-Skrull	40	81	—	—	—
Taskmaster	46	81	—	—	—
Thor	43	81	—	30 / 90	—
Wolverine	39	80	—	—	Wall jump capable
X-23	45	80	—	—	Wall jump capable

Capcom Character Jump Data

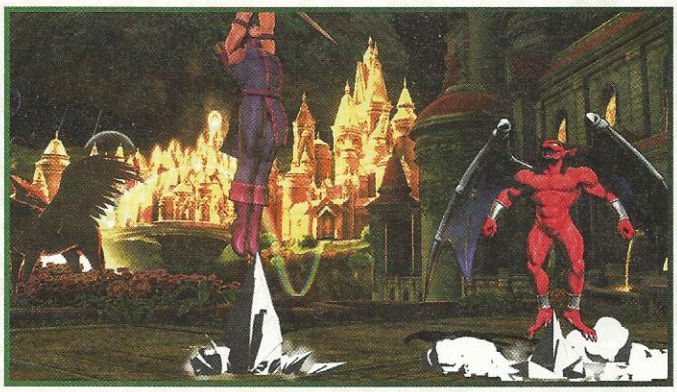
Name	Jump Frames	Super Jump Frames	Double/ Triple Jump Frames	Flight Frames (startup / duration)	Notes
Akuma	42	81	—	—	—
Amaterasu	46	81	—	—	—
Arthur	58	81	+25	—	—
Chris Redfield	40	81	—	—	—
Chun-Li	46	82	+22 DJ / +22 TJ	—	Wall jump
C. Viper	49	81	+22	—	—
Dante	44	81	+20 DJ / +20 TJ	170	Triple jump only available in Devil Trigger mode
Felicia	44	85	—	—	Wall cling capable
Firebrand	40	81	—	30 / 90	Wall cling capable
Frank West	44	81	—	—	—
Haggar	36	81	—	—	—
Hsien-Ko	46	81	—	—	—
Jill	40	81	—	—	—
Morrigan	43	80	—	111	—
Nemesis T-Type	44	81	—	—	—
Phoenix Wright	40	81	—	—	—
Ryu	40	81	—	—	—
Spencer	40	81	—	—	Air upward + S + ATK functions somewhat like a double jump
Strider	43	81	+13	—	Wall jump
Trish	45	81	+20	21 / 100	—
Tron	43	81	—	—	—
Vergil	41	81	+16	—	Double jump only available in Devil Trigger mode
Viewtiful Joe	50	81	+21 DJ / +22 TJ	—	—
Wesker	41	81	—	—	—
Zero	46	81	—	—	—

NORMAL JUMPS

NORMAL JUMP: TAP ANY UPWARD DIRECTION

Some attacks can also be canceled into a normal or super jump simply by holding any upward direction; for example every character's S special attack launcher on hit. With AUTO SUPER JUMP set to ON in options, you can also simply hold S down to super jump cancel after a successful launcher

The most direct way to get a character airborne is through jumping. There are two kinds of jumps: jumps, and super jumps. Both types of jumps have 3 pre-jump frames after input, before they actually leave the ground on the 4th frame. Input the command for a basic attack during pre-jump frames, and the command will be buffered and executed as early as possible during the jump. However, if the command for a ground-based special move or hyper combo is finished during pre-jump frames, the jump will be canceled into the ground-based action, and never even animate!



Normal jumps keep the battle at normal jump height, and they do not shift the playing field focus upward. Assists can be called.

A normal jump keeps the screen focused on ground level, and doesn't travel as fast or as far as a super jump (though both leave the ground at the same speed, on the 4th frame after the upward input). The following rules apply to normal jumps:

Air chain combos are restricted to three hits for certain characters

Crossover assists can be called

Some ground attacks can be canceled into a normal jump by simply holding any upward direction as the attack connects. Examples include Iron Fist's ⇨ + H, Chun-Li's standing or crouching H, Storm's standing M and crouching H, Dante's ⇨⇩⇦ + M, Morrigan's ⇨ + H, and Phoenix Wright's (Trial) standing H, H

Hitstun produced by a successful air attack is less during a normal jump than the hitstun produced by that exact same attack during a super jump. In effect, this makes some air combos harder, if not impossible, during a normal jump state

Flight modes started while either standing or normal jumping will follow the rules of a normal jump: assists can be called, but certain characters have limited chain combos, and hitstun produced by attacks is shorter

Air Recovery

Some hits or knockdowns will make the victim recover by flipping out in midair, rather than by being floored, then rolling up off the ground. Air recovery occurs automatically when applicable, but characters can also be directed to recover in a desired direction by holding forward or backward. After air recovery, a character is considered to be normal jumping—even if air recovery leaves them at the top of the playing field! Being in a normal jump state after air recovery means crossover assists can be called to help regain momentum.

M.O.D.O.K. AND NORMAL JUMP FLIGHT



The diabolical M.O.D.O.K. doesn't have a normal jump. Instead, tapping any upward direction while grounded causes M.O.D.O.K. to fly. M.O.D.O.K.'s exclusive normal jump flight is the fastest way to get from the ground to the air *in the game*—M.O.D.O.K. is airborne the *next frame* after input! He's ready to act after 5 frames of floating up from the ground. Standard jumps are not airborne until the 4th frame after input, and activating flight from the ground for any other flight-capable character requires at least 11 frames.

M.O.D.O.K.'s normal jump Flight shares the rules of any normal jump state, with three exceptions: M.O.D.O.K.'s flight ends if an airdash is used, it lasts much longer than for other flight characters (five seconds, compared to around two for most others, and three for Devil Trigger Dante), and M.O.D.O.K. is the only character who can fly twice in one airborne period (start with normal jump flight by tapping up from the ground, then activate ↓↙← + S flight after the first flight period ends).

SUPER JUMPS

SUPER JUMP: TAP DOWN, THEN ANY UPWARD DIRECTION WITHIN 9 FRAMES

Can also super jump cancel launchers by holding any upward direction or S after scoring a hit



Super jumps take the fight to the skies. The screen drags upward to super jump height, and assists cannot be called.

During a super jump a character soars to the top of the playing field, and the screen shifts to follow. Super jumping characters can alter their airborne trajectory in a way that normal jumping characters cannot via **air control**—simply hold left or right to influence the jump arc (different characters can exert different degrees of air control). Grounded point characters aren't shown while the screen is following super jumping characters, and will instead have their positions marked with "1P" or "2P" indicators. Super jump rules:

The full air chain combo is possible for every character during a super jump

Crossover assists *cannot* be called during super jumps

Super jumps for most characters can be "steered" with air control by holding ← or →

Hitstun produced by a successful attack during a super jump is 5 frames longer than the same attack during a normal jump. This means many air combos are easier, or only possible, during a super jump. This includes super jump flight mode!

Flight modes started during a super jump will follow super jump rules. That is, assists cannot be called, but full chain combos are allowed for every character, and hitstun produced by attacks is longer

DOUBLE & TRIPLE JUMPS

DOUBLE AND TRIPLE JUMPS: TAP ANY UPWARD DIRECTION WHILE AIRBORNE

Some characters, having left the ground with a jump already, can then jump one or twice more from midair. Double and triple jumps follow the rules of the jump they started from, just as flight does. Most significantly, this means you can normal jump, then double or triple jump to achieve great height, while still being capable of calling assists!

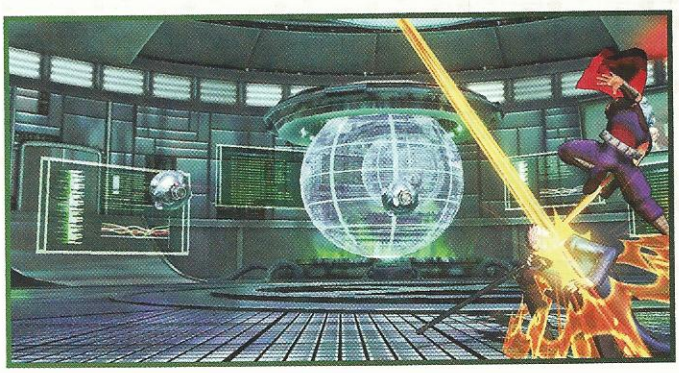
For each double or triple jump capable character, some air basic attacks are cancelable by double or triple jumps. Simply tap an upward direction during these moves and the character will immediately cancel the attack with the double or triple jump. This grants great potential during air combos (particularly **team air combos**, where they shine especially), but also allows for unorthodox mix-ups. For example, against a standing opponent, you can jump-in with an attack, then double jump cancel it on impact. Normally, opponents expect a character falling in with an attack to land, so this may throw them off. Depending on whether you double jump straight up or forward over the opponent (and whether they advancing guard your initial assault), you can either go for another overhead attack, or call an assist to land on the side you started from, while you land behind the enemy!

Be careful with upward inputs on these characters: double jumping can be accomplished on frame 1 when a jump is airborne, so if you get an extraneous double jump input in early, you may use up a double jump immediately and not even realize it until you need it later! Be particularly careful about this after landing a launcher and super jumping by holding S ; if you tap up to super jump out of habit from older games, you'll get an immediate double jump.

Double jump canceling air attacks also allows for hit confirms at low altitude. You can jump forward, perform air pokes in anticipation of enemy movement, then hit confirm and jump cancel the attacks and transition to a combo when they're successful.



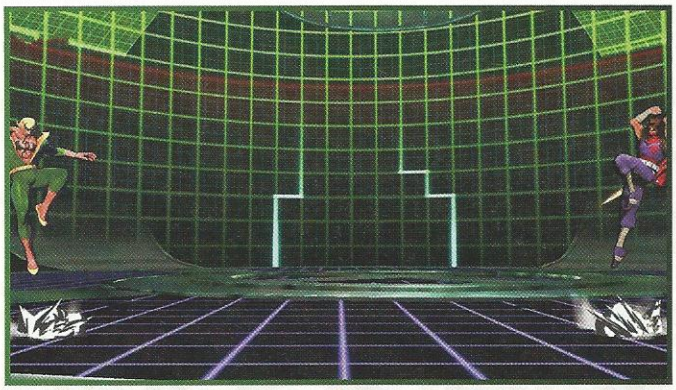


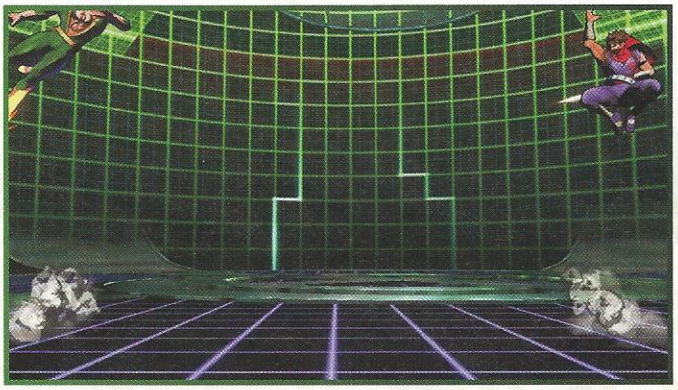


Double and triple jumps add air mobility, and increase the potential of both combos and mix-ups. Many air basic attacks can be canceled by a double jump, leading to devious tactics like late, second-chance overheads, or overheads canceled into a double jump over the opponent while your assist arrives on the original side.

WALL JUMPS

WALL JUMPS: NORMAL JUMP BACKWARDS ALONG THE SCREEN EDGE AND PRESS DIAGONALLY UP-FORWARD





Some characters can jump forward off of the edge of the screen during a normal jump. To accomplish this, simply normal jump backward along a screen edge, then press up-forward. Jumping straight up won't work, even in a corner; you *must* jump diagonally backward. The wall jumps for Felicia and Firebrand work slightly differently; first, normal jump diagonally backward against a screen edge, then tap ⇦ to initiate wall cling. From here, simply release ⇦ to wall jump. Wall jumps aren't possible during super jumps, but characters with double jumps can normal jump (in any direction), then double jump backward against a screen edge in order to wall jump at higher altitude. In general, wall jumps are useful for these characters for surprise maneuvering, and for escaping corners. Since wall jumps occur during normal jumps only, it's also always possible to call **crossover assists**!

FLIGHT

↓↙⇦ + S (IN AIR OK)



One-third of the cast is capable of flight. Flight is activated by inputting ↓↙⇦ + S, and can be started on the ground or in the air. The activation (or manual cancelation) of flight can be used to cancel basic attacks. There is a brief dead period of 5~30 frames (character dependent) during which no inputs are accepted while the flight animation begins, but afterward characters can act as they normally can in midair.

All flight modes are both activated and canceled with ↓↙⇦ + S. (M.O.D.O.K. can also activate flight with ⇧ from the ground)

Movement during flight is enhanced—characters can be made to simply flit about as you please, in any direction. You can use as many **special moves** as you can manage while flight is active—the normal limit of three special moves per airborne period doesn't apply during flight. This applies to **airdashes** too—flight-capable characters can airdash over and over during flight! (M.O.D.O.K. again excepted.) Flight ends after any of a handful of things happens:

Receiving the enemy's attack (characters cannot block while flying)

↓↙⇦ + S is input again (flight deactivation can be used to cancel basic attack recovery, and Morrigan special move recovery)

Attacking with air S during flight, or certain other attacks (like M.O.D.O.K. air L or S + ATK Body Attack)

Flight expires naturally (occurs after about two seconds for most characters, three seconds for Devil Trigger Dante, five seconds for M.O.D.O.K.)

Flight can only be activated once per airborne period. The exception here, once again, is M.O.D.O.K., whose normal jump flight (activated simply by tapping any upward direction while grounded; M.O.D.O.K. does not have a normal jump!) does not preclude him from using special move flight later in the same airborne period.

Flight and airdash characters are able to airdash after flight expires only if they didn't airdash at all before *or during* flight mode. Likewise, flight and double jump characters retain their double jump after flight only if they didn't double jump before. Characters that can both airdash *and* double jump can do one or the other after flight expires only if they used neither during the airborne period prior to flight ending. These details of what's left after flight ends are most important when using flight in air combos, but are also useful to know for positioning and zoning sequences.



It's not as big a deal as it sounds that you cannot guard during flight—after all, the point of flight is to be unpredictable and evade attacks in the first place.



Normal jump flight can be used to place crossover assists behind foes while flying or airdashing over them. Flying characters correct their orientation after switching sides, allowing you to sandwich them between you and your assist.

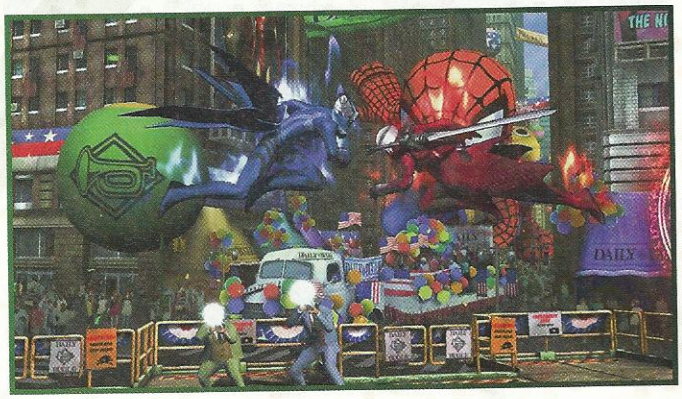
The properties of flight are different depending on when flight was activated. Flight that begins during a normal jump, while a character is grounded, or after air recovery, can be thought of as **normal jump flight**. Flight that begins during a super jump can be thought of as **super jump flight**. The differences between normal jump flight and super jump flight are similar to the differences between normal and super jumps themselves. During normal jump flight crossover assists can be called, and certain characters are restricted to three-hit air chain combos. The hitstun produced by successful attacks is also shorter than during super jump flight. During super jump flight, crossover assists *cannot* be called, but the full air chain combo is available for all flight characters, and the hitstun produced by attacks is longer than during normal jump flight.

AIRDASHES

DIRECTION + ATK ATK OR DIRECTIONAL DOUBLE-TAP, DIRECTIONS AVAILABLE AND AIRDASH BEHAVIOR VARIES PER CHARACTER

The ability to airdash is a great boon to many characters. Airdashes are what they sound like—dashes in midair! Airdashes are accomplished like ground dashes. To airdash in a particular direction, hold that direction while pressing ATK ATK. Alternatively, double-tap the desired direction. Use whichever is easier and more consistent for you, but note that double-tapping a diagonal input is much less consistent than simply pressing that diagonal plus ATK ATK.

Airdashes have a height restriction—below a certain altitude, airdashes aren't possible. From a standing start, it's faster to get over this floor with a super jump than a normal jump, as a super jump moves upward more quickly. In this table, the earliest frame before airdashing during a normal or super jump is counting airborne frames only. The three pre-jump frames before leaving the ground are separate. Numbers in parentheses indicate how many frames of airdash must elapse before attack is possible



Marvel Character Airdash Data

Name	Airdash Type	First Frame Airdash is Possible After Leaving Ground For a Normal Jump	First Frame Airdash is Possible After Leaving Ground For a Super Jump	↑ Up	↗ Up-Forward	→ Forward	↘ Down-Forward	↓ Down	↙ Down-Back	← Back	↖ Up-Back	Notes
Doctor Doom	8-Way	6	3	30(5)	30(5)	38(7)	30(5)	30(5)	30(5)	37(7)	30(5)	—
Dormammu	8-Way	10	5	30(5)	30(5)	38(4)	20(5)	30(5)	20(7)	37(4)	30(5)	Down-back airdash movement starts on frame 6
Iron Man	8-Way	3	3	40(5)	25(11)	38(11)	35(11)	34(5)	25(11)	38(7)	25(11)	Diagonal and lateral airdash movement starts on frame 10; up and down airdashes move instantly but hover at finish
Magneto	8-Way	7	4	24(3)	24(3)	40(7)	24(4)	24(3)	24(7)	42(7)	24(3)	Down-back airdash movement starts on frame 6
M.O.D.O.K.	8-Way	1	1	30(5)	30(5)	38(5)	30(4)	30(5)	30(5)	37(4)	30(5)	Airdashing ends flight
Nova	8-Way	8	4	24(3)	24(9)	30(7)	29(10)	24(3)	24(10)	37(7)	24(10)	Forward and backward airdash movement starts on frame 6; diagonal airdash movement starts on frame 9
Phoenix	8-Way	9	4	20(7)	20(7)	38(7)	37(7)	20(7)	20(7)	37(7)	20(7)	—
Shuma-Gorath	2-Way	7	3	—	—	38(7)	—	—	—	38(7)	—	—
Spider-Man	1-Way	6	3	—	—	38(7)	—	—	—	—	—	Forward airdash movement starts on frame 6
Storm	8-Way	7	3	40(5)	22(7)	26(4)	23(7)	23(7)	23(7)	25(4)	23(7)	—
Super-Skrull	1-Way	4	1	—	—	38(7)	—	—	—	—	—	Airdash travels up-forward
Thor	8-Way	10	4	40(7)	38(7)	38(7)	30(7)	40(7)	38(11)	37(7)	38(7)	—

Capcom Character Airdash Data

Name	Airdash Type	First Frame Airdash is Possible After Leaving Ground For a Normal Jump	First Frame Airdash is Possible After Leaving Ground For a Super Jump	↑ Up	↗ Up-Forward	→ Forward	↘ Down-Forward	↓ Down	↙ Down-Back	← Back	↖ Up-Back	Notes
Amaterasu	1-Way	7	3	—	—	40(7)	—	—	—	—	—	Forward airdash movement starts on frame 13th
Chun-Li	1-Way	6	3	—	—	20(7)	—	—	—	—	—	Forward airdash travels at slight downward angle.
C. Viper	8-Way	8	4	38(5)	30(9)	38(7)	Until grounded(9)	38(5)	Until grounded(9)	37(7)	30(9)	Diagonal airdash movement starts on frame 9
Dante	2-Way	6	3	—	—	38(4)	—	—	—	37(4)	—	Gains double airdash in Devil Trigger mode
Hsien-Ko	2-Way	4	2	—	—	60(7)	—	—	—	60(7)	—	—
Morrigan	4-Way	7	4	34(9)	—	23(9)	—	34(9)	—	23(7)	—	Upward airdash: Morrigan swoops in a vertical arc forward; downward airdash: Morrigan swoops in a downward-dipping parabola
Trish	8-Way	8	4	30(7)	25(7)	38(4)	20(7)	30(7)	20(7)	37(4)	20(7)	—
Tron	2-Way	8	4	—	—	30(7)	—	—	—	30(7)	—	—
Vergil	None/2-Way	3	2	—	—	33(5)	—	—	—	29(7)	—	Gains 2-Way air dash in Devil Trigger mode
Viewtiful Joe	2-Way	7	3	—	—	38(7)	—	—	—	37(7)	—	—
Zero	2-Way	8	4	—	—	29(7)	—	—	—	29(7)	—	Airdash movement starts on frame 9

Airdashing has myriad applications:

Some air basic attacks can be canceled with an airdash. This allows for combo extension, and for enhanced air zoning tactics

Airdashes allow quick retreat from the enemy by jumping and airdashing back or down-back. Like double jumps and flight, airdashes keep the properties of the jump they originated from, so if you retreat with an airdash from a normal jump, you can also call a crossover assist to cover your tracks. Similarly, if you normal jump, then airdash upward, you'll achieve super jump height while remaining in a normal jump state.

Airdashes allow you to advance laterally from long or mid range at a trajectory different than a ground dash (but without the ability to guard).

Flight characters can airdash repeatedly while flight is active (except M.O.D.O.K.), allowing for even faster retreats or advances

Airdashes can be used diagonally or straight down to return to the ground as quickly as possible after jumping at close range, usually with a quick overhead attack—this is usually called a triangle jump. Strong mix-ups between low-hitting combos, triangle/square jump overheads, and cross-ups can be essentially impossible to block consistently. Opponents will often have to rely at least in part on luck and guesswork to resist a truly furious and varied offensive attack.

Lateral airdashes just after jumping near the opponent, going over their heads, can be used to square jump over them, while placing an assist on the side you just vacated. Do this a little bit lower with an air attack, so you don't actually pass over their head, and the effect is a very fast overhead just like a triangle jump.



Lateral airdashes at normal jump height allow you to advance while calling an assist along a different horizontal plane. An opponent is unlikely to be capable of attacks that hit both of your characters cleanly.

In a big change from original *MvC3*, characters *cannot* air guard while airdashing, unlike almost all ground dashes. Airdashes can be canceled with air attacks, though. This includes throws, basic attacks, special moves, and hyper combos. Moves executed during an airdash will often continue the inertia of the airdash, which may make certain attacks more or less useful in certain positions.





Air attacks from low altitude lateral airdashes make great overheads. Some airdash attacks can cross up, if you dash over the opposing character's head. Low lateral airdashes are often called square jumps, as opposed to triangle jumps for low diagonal airdashes.

An airdash-capable character that can also fly, falling after flight expires naturally, can only airdash if they didn't airdash previously in the airborne period; if they airdashed at all either before or during flight, attempting to airdash after flight expires won't work.

Additionally, characters who can both double jump and airdash can only do one or the other per airborne period. The exceptions are Chun-Li, Devil Trigger Dante, and Viewtiful Joe, the triple jump characters—they can both airdash and double jump in the same airborne period (or do a double jump and triple jump, or two airdashes).

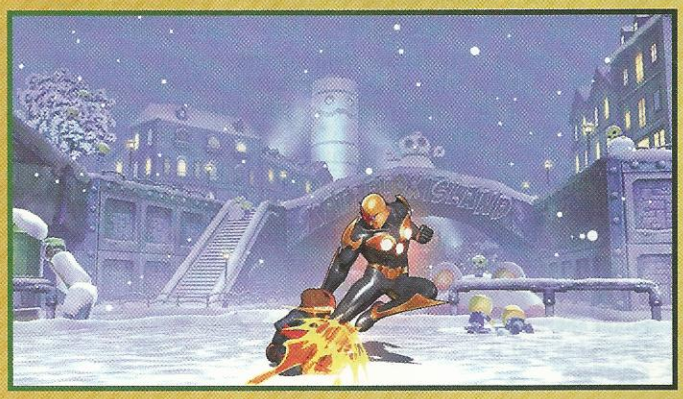
Option Select Air Throw / Airdash

You can actually build-in an option select air throw to any airdash that isn't straight up or down, by performing airdashes with direction ✣ (H) ~(ATK). Press the desired direction for the airdash at the same time as (H), then drum another (ATK) input one frame later. This plink input causes the game to register an air throw/air (H) attempt for 1 frame, before "correcting" itself by kara-canceling into an airdash when the other input is received.



ADVANCED AIRDASHING: TRIANGLE AND SQUARE JUMPING





Airdashes are perhaps most useful, and most infamous, in their capacity for enabling fast overhead attacks. By jumping near the opposing character, then immediately airdashing straight down or down-forward, you can leave the ground and return almost immediately. Remember that most attacks used while airborne are overheads—if you can get an attack out before landing, it's impossible for most players to guard standing on reaction.

You're just as liable to have this problem as anyone, so here's a tip: when faced with tricky air overheads, watch for the dust that explodes up when a character jumps. With a little practice looking for it, that dust can be an extra visual cue that alerts you a triangle jump overhead is coming. This isn't foolproof, since some other moves make dust puffs too, some characters (like Magneto, and Storm) do not produce dust effects when they leave the ground, and opponents may mix it up by landing without attacking then striking low, but it's better than nothing. As another cue, you can realize that the screen is shifting upward if the opponent is super jumping before their triangle jumps... but again, this might just be bait, and they might empty triangle jump, land, and go low. You'll have to either make a good read to escape unscathed, or avoid the situation in the first place.

Diagonal triangle jumps have the most notoriety, but lateral airdashes have similar uses. Super jumping into a quick lateral airdash is one of the safest ways to gain a little ground on an adversary, as long as they don't have a hyper combo ready they can use on reaction to cover that space (you cannot block while airdashing, after all). But apart from some dangerous beam hyper combos, you only have to watch out for a few assists, like Dante—α, Dormammu—β, and Rocket Raccoon—γ; you'll be done with the airdash and able to air block long before most characters can do anything about it on reaction.

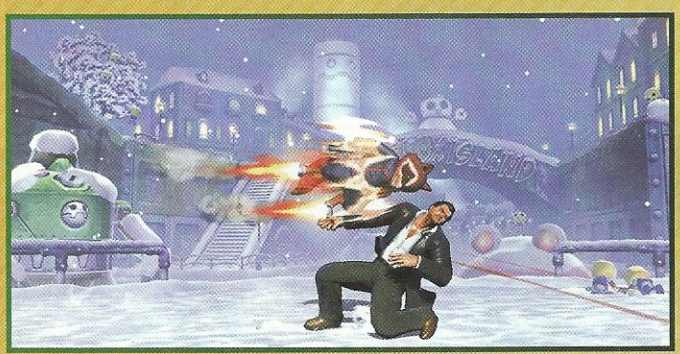




The biggest worry is when your opponent uses an anti-air command throw, or simply jumps and air throws you. The problem of being air thrown can be somewhat obviated by making air ⇨ + H your airborne attack of choice, if that's at all workable for your characters. Using this command will produce a heavy air attack under most circumstances, but if the foe happens to be in throw range it will instead produce an air throw. As a bonus, you may happen to break away from foes who air throw you first, essentially on accident. Using one input to cover several options, as is the case here, is called an option select.

Used from a slightly higher altitude, a square jump can make you pass just over the opponent's head. This forces them to switch the direction they're blocking in. You can take advantage of this by creating confusing situations—get near the opposing character, jump straight up or up-forward near their heads, then call an assist before airdashing to the other side. Depending which assist you call, when you airdash, and what you do during the airdash, this can force the opponent to have to block more or less at random, if you vary how you approach the setup.

Utilizing airdashes effectively is incredibly powerful. Offensive tactics this good essentially mean the trick is to be never put into bad defensive situations in the first place, rather than getting out of them consistently once you're trapped.



Lateral airdashes can also be used just off the ground right in an opponent's face, as overheads with the same purpose as triangle jumps. Use air ⇨ + H when possible; this can result in either an attack, or an air throw.

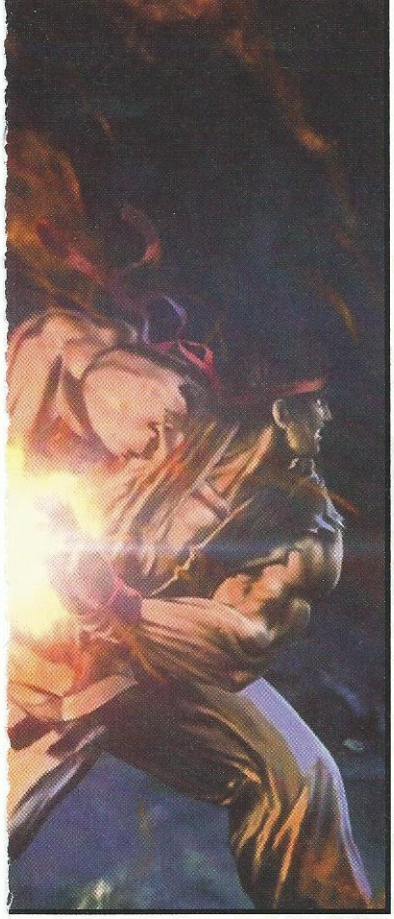
REPEATED FLYING AIRDASHES

During flight, restrictions on the number of special moves or airdashes which can be used per airborne period vanish, and you can perform as many actions as you can manage to squeeze into the flight window. For characters with fast airdashes, this can provide an invaluable tool for running away or approaching very quickly. Activate flight, then cancel airdashes into one another very quickly with one of two methods:

Never repeat the same airdash direction. During flight, airdashes can be canceled into other airdashes naturally, by simply inputting direction + ATK ATK repeatedly, as long as you don't repeat the same direction. So, for example, ↗ + ATK ATK CANCEL ↘ + ATK ATK CANCEL ↗ + ATK ATK CANCEL ↘ + ATK ATK would work.

Use plink inputs for airdashes. Any combination of attack buttons works, but the ideal command is direction + H ~ ATK, so an option select air throw is built-in. The second attack input must follow the first on the very next frame. This method allows you to cancel the same-direction airdash into itself rapidly, but it also requires a fair bit more precision than simply performing different-direction airdashes.

After you've flitted about and arrived wherever you'd like to be, either manually unfly by inputting ↓ ↙ ← + S, or use air S to automatically fall from flight with an overhead attack if the enemy is nearby. Note that M.O.D.O.K. leaves flight by airdashing at all, so you cannot apply this trick with him.

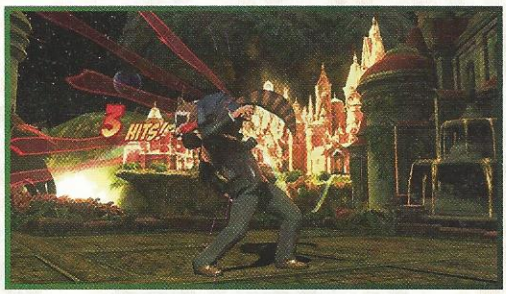


Attacking on Point

So, we now come to the proverbial meat-and-potatoes of combat, the actual fighting. There are numerous ways to attack in *UMvC3*, and this section aims to help you understand how it all works.

THROWS

⇦ OR ⇨ + Ⓗ (ON GROUND OR IN AIR)



Active in 1 frame, throws are extremely quick.



*The throw victim has 7 frames to input ⇦ or ⇨ + Ⓗ in order to **break away** from the throw. Most throws lead to an opportunity to OTG the throw victim, leading to even more damage.*

As an **unblockable** close range attack, throws are ideal for assaulting a **guarding** opponent. Throws cannot snag an adversary who is stuck in **guardstun**, actively guarding something, but they can grab passive enemies who *expect* to guard (throws are also not possible for 4 frames after guardstun or hitstun ends). If you throw as your opponent's assist comes on screen, your point character will be invulnerable to whatever that assist does as long as the throw is actually being performed. Normal throws from any position can be broken by the target, no matter what they were doing when the throw started. When a throw is broken, both characters end up right next to each other 12 frames later, with neither side having an advantage.

Throws are very important for breaking down the defense of passive, defensive opponents (who are sometimes called turtles; depending on whom it's coming from, this title can be bestowed with either admiration or scorn!). The threat of throws (along with the threat of chip damage, and the threat of a time-out loss) prevent guarding from being an impenetrable bulwark against damage.

BASIC ATTACK

Ⓛ Ⓜ Ⓗ



Basic attacks are the building blocks of chain combos and the foundation of any poking gameplan.

Basic attacks, sometimes called normal moves, are the basis of offense. Basic attacks are performed by pressing Ⓛ, Ⓜ, or Ⓗ. The outcome differs depending on whether your character is airborne, standing, or crouching. Basic attacks can be canceled into one another with **chain combos**, which are detailed later in this chapter.

Basic attacks can all chain to **command attacks** and **special attacks**, and are all cancelable to **special moves** and **hyper combos**. Specific basic attacks can also be canceled with jumps or dashes.

Basic Attack Notation

Throughout this guide, basic attacks are discussed as being performed crouching, standing, or airborne. Crouching and standing are sometimes abbreviated as cr. and st. for space. If a state is not provided for a move, assume it follows the same state as the previous one; for example, air Ⓜ, Ⓜ, Ⓗ, Ⓢ refers to a chain of basic attacks in the air.

SPECIAL ATTACK

Ⓢ



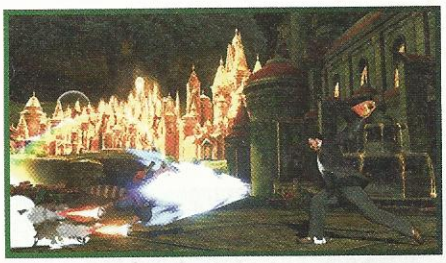
Special attack was referred to as "exchange" for much of original MvC3's development.

On the ground, Ⓢ is a **launcher** attack that can be chained into from almost any **basic attack**, and which launches the opponent on hit. On a successful Ⓢ hit, you can simply hold any upward direction to automatically **cancel** into a **super jump**, which takes your character into position to **air combo** the target. With AUTO SUPER JUMP set to ON in Options, you can also just opt to keep holding Ⓢ.

In the air, Ⓢ is an aerial attack that has a unique property if used within an **air combo** that started from a grounded Ⓢ **launcher**. Used at the end of a launcher combo, air Ⓢ causes **flying screen**, an effect in which the air combo victim is tossed into a **hard knockdown** while the attacking character falls to pursue. This is an opportunity to pop the floored character up off the ground with an **OTG-capable** attack. Most characters have *something* that can OTG, and many crossover assists do, as well—most (but not all) assists labeled as TILT DW type are intended as OTG tools.

Ⓢ is also used as an input for several **special moves**, such as ⇩ ⇗ ⇦ + Ⓢ flight for many characters, She-Hulk's ⇩ ⇩ + Ⓢ charging stance, or variations of a direct body attack move with Ⓢ + ATK. With many more special moves added to *UMvC3*, the Ⓢ button gets a lot more special move use.

COMMAND ATTACK



Command attacks extend chains, or possess special properties.

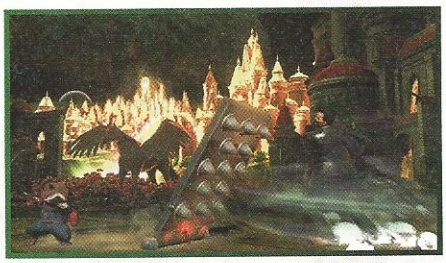
A command attack is a sort of specialized **basic attack** that often has special properties, but special restrictions, as well. Some command attacks are **overheads**. Some command attacks cannot be **canceled**, or can only be chained into a particular way. Other command attacks basically function as another hit in ground chains before launching with S. Some characters don't have command attacks at all. For specifics on command attacks for a particular character, visit that character's chapter.

SPECIAL MOVE

Special moves are powerful attacks and abilities that are performed by inputting a directional sequence before pressing the appropriate button. There are motion special moves, charge special moves, and tap special moves.

After inputting the motion for a special move, you must press the button within 9 frames. This might not sound like a long time—it's less than 1/6th of a second—but this allows for some interesting execution tricks. As just one example, let's say you want to perform an air special move that has a command of ↓↘→ + ATK, but you want to do it as soon as possible after leaving the ground. To accomplish this, you can "tiger knee" a motion while standing on the ground, combining the move's directional sequence with an upward direction: ↓↘→↗ . Now, jumps aren't airborne until the 4th frame after the upward input, so you must wait at least 4 frames before pressing ATK in this instance, but no longer than 9 frames total.

As another example, this 9 frame grace period can also be used for **option selects**, covering more than one option intentionally. Let's say Felicia is pressuring Ryu with ground attacks, with the intent of landing her special move throw (→↘↓↙←+ ATK). A common method of attempting a throw is what is known as a tick throw. First, you "tick" the opposing with a single light attack, which creates the expectation in the opposing player that a **chain combo** is coming. Then, while they continue to hold back in anticipation of further attacks, you throw them. This trick has been around since time immemorial (or, ok, since 1991, in *Street Fighter II: The World Warrior*), and here, as in other Capcom fighting games, you can add a twist. Felicia's standing L, when blocked, leaves her at a -2 frame disadvantage—in this case, Ryu can act 2 frames sooner than Felicia after guarding her attack. Furthermore, a character in guardstun cannot be thrown for 4 frames after guardstun ends. Further still, Ryu has perhaps the best attack in the game for negating this situation: his Shoryuken is invincible starting with the very first frame. If Felicia is made to go for her throw as soon as possible, Ryu will still be unthrowable because of guardstun. If the Felicia player performs it as soon as possible with a normal input method, Ryu might just Shoryuken Felicia in the face. So, what does that player do? If, instead of going for a throw right away, the Felicia player **ticks** with standing L, then immediately inputs →↘↓↙←, but then *waits* as long as possible before pressing ATK to activate the throw, one of two things will happen. If Ryu comes out of guardstun with Shoryuken as fast as he can, Felicia will guard! After all, the motion →↘↓↙← ends in a ← input, which counts as blocking. But if the Ryu player *doesn't* Shoryuken, and instead just waits, the Felicia player's late ATK press will engage her throw and snag Ryu.



Special moves have all sorts of uses.

HYPER COMBO



Like special moves, the uses and types of hyper combos are varied.

Hyper combos are powered-up versions of special moves, which require hyper meter to use. Hyper combos have many uses. Most damaging combos feature hyper combos in some way. Many deal direct damage, whether through physical hits or an inescapable command throw. Some create high priority projectile threats or high priority fullscreen beams. A few hyper combos serve to enhance your team with bonuses: Amaterasu and Viewtiful Joe have hyper combos that slow down the opposing characters, while Strider, Firebrand, Arthur, Felicia, Hsien-Ko, and several others have hyper combos that temporarily enhance their own abilities in some way. These enhancements are as varied as speed and ability boosts, shadow or kitty helpers, a healing aura, or hyper armor.

Hyper Combo Cutscenes

Each hyper combo progresses in a particular manner: the very first few frames of the hyper combo play out, accompanied by the distinctive hyper combo "flash." Then, the action briefly freezes, while a cutscene of the character gathering energy for the attack plays. Then, action starts back up again as the character actually winds up to release their hyper combo. Nothing is actually transpiring in the background during these hyper combo cutscenes—the action picks back up after the close-up shot.



SNAP BACK

⇩⇦⇨ + P1 or P2 **(REQUIRES ONE BAR OF HYPER METER)**

Snap backs are 2 frame attacks that require one bar of hyper meter to perform. Faster than any other physical attack, the purpose of snap backs is to rearrange the opponent's team order. Partner characters who are snapped in with red damage have the damage become permanent. Partner actions are not possible for a few seconds between teammates who've been swapped with a snap back.

⇩⇦⇨ + P1 snaps in their first partner, while ⇩⇦⇨ + P2 snaps in their second partner. If you read that a desperate challenger will crossover attack to tag out a character near defeat, you can block their incoming tag standing, then punish the new character with a full combo that ends in a snap back right back to the character they tried to save! This leads to a natural chance to finish off their ailing, would-be escapee when they're forced to return—either chip them out before they can even touch the ground, or stage a devious mix-up reserved for new characters falling in after K.O.s and snaps.



If your challenger has a lot of red damage, or a deadly THC order, or a weak character they're using just for the assist, snap backs can be your best friend.

You have a good shot at knocking out the original ailing character AND getting another mix-up on the character after that! Or, at least you'll force the enemy to burn their X-Factor earlier than they would on their terms. Coaxing foes to pop X-Factor before they really want to is a victory in and of itself. This is doubly true if they use X-Factor to save a low-health character from chip, but then take a hit and get knocked out anyway. Not only have they lost a character, but their quickly-dwindling X-Factor is a level lower in power than it would have been if they'd just waited!

Go for snap backs aggressively against:

Extra dangerous X-Factor lv.3 anchors

Characters who provide an assist or crossover combination hyper that the rest of the team depends on

A character like Phoenix or Phoenix Wright, who requires preparation to be dominant, but doesn't quite have the right resources yet

Teams with deadly THCs/TACs that require a particular order

Attacking with a Team

PARTNERS

Partner characters, usually just called **partners** or **assists**, are a huge part of what makes *UMvC3* the unique beast it is. In this game, teammates are active participants in a battle, and they can contribute their efforts or tag in and become the point character in a variety of ways.

Each teammate has his or her (or its) own vitality gauge, visible at the top of the screen. Partners not actively performing an action slowly regenerate **red vitality**. Red vitality regeneration speeds up during **X-Factor**.

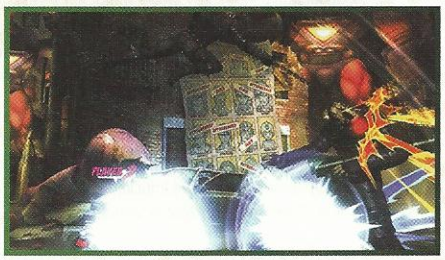
The basis of partner gameplay is the crossover assist, usually just called assist. For each of the three heroes you select, you'll also have to pick one of three assist types—either —α, —β, or —γ. The type you select determines which attack that character is going to use when called upon to perform a crossover assist (tap P1 or P2), or crossover counter (during ground guardstun, tap ⇨ + P1 or P2 with at least one bar of hyper meter available). Assist type also determines which hyper combo gets used within a crossover combination (P1+P2).



CROSSOVER ASSIST

TAP P1orP2 (P1 FOR PARTNER 1; P2 FOR PARTNER 2)





Tapping P1orP2 calls an assist. The chosen partner character leaps onto the playing field and performs the crossover assist selected before the match. Most assists have no invulnerability whatsoever, and they are vulnerable the entire time they're attacking. Only Haggar—α and (Turnabout) Phoenix Wright—α or Phoenix Wright—β have invulnerability as assists. For almost all assists, being hit stops whatever action the assist character had in progress. If a point character gets hit after calling an assist, but before the assist performs their attack, the assist attacks anyway—striking the point doesn't stop an assist from acting the way it did in *MvC2*!

Assist characters take 50% more damage than point characters. The damage scaling quirk from original *MvC3* that caused assists to take unscaled damage if their point character was blocking is now corrected, so your assists won't be punished quite so hard just for eating hyper combos or whatever else while you block.

Assists Can be Called:

When standing, crouching, or normal jumping
During flight, dashes, or airdashes that began while standing or performing a normal jump
With basic attacks performed during any of the preceding states
During ground or air recovery

Assists Cannot be Called:

When stuck in hitstun or guardstun
When performing a special move, hyper combo, or throw (though there are exceptions, such as during Wolverine's ⇦ + H throw)
During a super jump, nor during any airdash or flight mode that starts from a super jump
When assist characters are not ready, due to other assists or partner actions. "ASSIST READY!!" displays momentarily across each team member's vitality gauge to indicate when they are ready for action

The safeguard preventing assists from being called during special moves or hyper combos is very thorough—if you hit an assist button while performing a move motion, then hit the button to finish the move, but the assist is not yet on screen, then the assist never comes out! Thus, if you plan to call assists before using special moves or hyper combos, make sure your inputs are very clean, and ensure that you've pushed P1orP2 a little early to guarantee that your special move motion doesn't eat up the input.

Assist Labels	Description
Direct	Character attempts a direct attack.
Shot	Character produces a projectile or beam of some sort.
Extra	Irregular effects.
Instant	Action occurs immediately.
Front	Attack is directed laterally.
Tilt Dw	Attack is aimed at the ground.
Tilt Up	Attack is aimed up in the air.
Upward	Attack is aimed straight up; likely comes right back down.

Assists, Hitstun, and Screen Position

Assists follow mostly the same rules as point characters when it comes to getting hit, but they can't block, and any knockdown move causes a hard knockdown on them, allowing for OTG hits. Hitstun decay doesn't apply, nor do the normal rules about having only one ground bounce and wall bounce per combo. Basically, if you can keep the assist from having a chance to get up and leave the playing field, you can keep hitting them. Unlike in original *MvC3*, damage scaling functions properly against assists now, though they still take 150% normal damage as a straight penalty.

If the opposing point character leaves the playing field while you're juggling their assist, whether through a snap back hit or knockout or whatever, you'll still be able to hit the assist for a couple seconds, but then they'll become invulnerable and fall to safety. This prevents "helper infinites" from being possible by batting aside opposing point characters and going after assists, *MvC2*-style.

Interestingly, one of the best ways to juggle opposing assists is to use air exchange hits. Launch an assist, then combo into an upward exchange hit with air direction + S. The TAC flash happens, but the opponent can't counter it—you're not hitting their point character! The assist gets lofted high in the air or spiked hard with a ground bounce, and not only will you be able to keep hitting them, but your competitor can't use assists again until you stop juggling the one that's already out!

Assists are not restricted to remain within the lateral bounds of the screen and on the playing field, as point characters are. Call an assist that normally comes out far behind your point character (most prominently Phoenix—α) while backed against a screen edge, and the assist still tosses their attack onscreen, but never goes onscreen or becomes vulnerable themselves!

Similarly, if a crossover assist is hit hard by an attack that tosses them off the screen, follow-up attacks won't continue punishing the assist (even fullscreen attacks like Storm's Hail Storm or Amaterasu's Okami Shuffle).



WHAT ASSISTS ARE FOR

Assists are best used to close the gaps in an offense, as well as for combo extension. Some characters who can't stage offense safely on their own are dependent upon assists to create frame advantage to work behind. Assists are also useful for space control, as in ranged warfare. What assists are not so great for, generally, is defense. Using assists while at a disadvantage means you run the risk of getting two characters hit at once. This is the absolute worst thing that can happen, since both characters could be nuked rather easily, depending on your opponent's reactions and resources. Calling assists in a panic is a bad reaction. Good players try to bait assists specifically to fry them or to go for two-for-one by mixing up your point character while hitting your assist, too.

Assists can facilitate mix-ups. Low-hitting assists can be timed to hit just as you also attack high, and overhead assists can be timed to hit just as you go low. With a teleport character, you'll frequently call an assist on one side of your foe, then teleport to the other.

Assists are also great for covering slower attacks. Vergil's Rapid Slash is a cross-up attack that you can follow with a big combo. Unfortunately, Vergil is extremely punishable if this special move is guarded. To alleviate this problem, a crossover assist called immediately before performing Rapid Slash serves as protection from punishment; a beam assist like Doctor Doom—α works well in this situation. Another example is Strider's Gram H. This attack covers almost the entire distance of the screen and causes a wall bounce, which you can follow with a combo. However, Gram H suffers from a long period of startup time, making it easy for your challengers to interrupt with an opposing attack. A solution to this is to call an assist a moment before performing Gram H, thwarting attempts to interrupt the attack; Ghost Rider—β works well in this scenario. Assists can be used to protect air throw attempts, as well. Going for air throws is very valuable, but if you anticipate a chance for an air throw and jump forward with air ⇨ + Ⓗ, yet no air throw opportunity actually materializes, you'll just whiff air Ⓗ, a dangerous proposition. But by calling an assist just as you go for a throw, you can provide cover for yourself in case there's no air throw.

In original *MvC3*, the best assists, speaking very generally, ended up being:

Akuma—β
Amaterasu—β
Arthur—β
Dante (take your pick, really)
Doctor Doom (again, they're all good)
Haggar—α
Iron Man—α
Magneto—α
Morrigan—γ
Ryu—γ
Sentinel—α
Tron—β
Wesker—β

It's not that other assists weren't good, or that they couldn't be used for the same things. These are just great examples of tools that fill very valuable niches. Nearly any character can benefit with the staggered hits and horizontal screen control offered by Sentinel—α or Doctor Doom—γ. Any character had much added to their defense by packing Tron—β or Haggar—α, not to mention the drastically increased ability to safely go for air throws offensively. (Tron—β has now lost the invulnerability that made it so useful for this in original *MvC3*). And just about anyone can benefit from the fullscreen control and chip offered by great beams and long range assists like Iron Man—α, Doctor Doom—α, and Dante—γ. Some assists are multi-function, like Amaterasu—β and Dante—α; one of them looks like it's a projectile, and it kind of is, and the other looks like it's a defensive pillar, and that's also sort of true, but what these assists are both really for is to pin your adversary in a huge amount of blockstun so that your point character is free to mix them up without worrying about advancing guard.

CROSSOVER ATTACK

HOLD P1orP2 FOR 14 FRAMES (P1 FOR PARTNER 1; P2 FOR PARTNER 2)



Crossover attacks are overheads that swoop in and send victims into a small, spinning knockdown. Incoming characters pose briefly after a crossover attack, making them briefly vulnerable if the attack whiffs.

A crossover attack is the most direct way to swap a partner character in for the current point character. In order to accomplish a crossover attack, you must hold down P1orP2 for 14 frames. On the 15th frame after continuous input, your point character becomes invincible and leaps away and is then replaced by the chosen incoming character. Holding P1orP2 can be buffered behind other actions to mask your intention, but it does require that the decision to swap be at least somewhat premeditated. If incoming characters have any red damage, it becomes permanent after a crossover attack.

During a crossover attack, the incoming partner strikes with an overhead attack that soars out to mid-screen, deals 27,000 damage, and causes a spinning knockdown on hit. Victims are vulnerable until they hit the ground during a spinning knockdown, but because characters pose briefly at the end of a crossover attack, this knockdown is usually difficult or impossible to take advantage of.

Crossover Attack Data—Marvel Side

Name	Active	Recovery	Advantage if Guarded
Captain America	22	36	-17
Deadpool	22	32	-14
Doctor Doom	24	34	-15
Doctor Strange	20	35	-15
Dormammu	20	33	-15
Ghost Rider	19	33	-13
Hawkeye	20	33	-9
Hulk	21	35	-11
Iron Fist	19	35	-14
Iron Man	20	33	-17
Magneto	20	34	-14
M.O.D.O.K.	20	35	-11
Nova	20	35	-16
Phoenix	20	34	-17
Rocket Raccoon	18	33	-14
Sentinel	20	39	-17
She-Hulk	20	34	-16
Shuma-Gorath (DLC)	22	34	-17
Spider-Man	20	34	-16
Storm	20	32	-19
Super-Skrull	20	34	-16
Taskmaster	20	34	-16
Thor	20	34	-15
Wolverine	20	34	-15
X-23	17	34	-13

Crossover Attack Data—Capcom Side

Name	Active	Recovery	Advantage if Guarded
Akuma	20	34	-16
Amaterasu	20	32	-13
Arthur	20	35	-15
Chris	20	34	-16
Chun-Li	24	34	-17
C. Viper	20	33	-15
Dante	21	34	-17
Felicia	20	34	-17
Firebrand	20	33	-13
Frank West	21	33	-12
Haggar	20	31	-11
Hsien-Ko	20	34	-16
Jill (DLC)	21	33	-17
Morrigan	21	34	-18
Nemesis T-Type	19	32	-12
Phoenix Wright	20	33	-15
Ryu	20	34	-13
Spencer	20	33	-15
Strider	18	31	-12
Trish	20	34	-9
Tron	23	34	-16
Vergil	19	33	-14
Viewtiful Joe	20	33	-15
Wesker	20	34	-13
Zero	20	33	-15

Novice players almost always make the mistake of using crossover attacks too often. Switching characters repeatedly takes away cohesion and momentum from your team. Not to mention that you are taking a risk every time you perform a crossover attack—yes, it's an overhead, but it's a remarkably weak one, and you are always vulnerable for at least a little bit at the end. If your opponent anticipates a crossover attack, they may wait and simply look to punish one. Find another way to swap a character in if you really must, or surprise your foe by dashing in with a low attack.

But when used sparingly or from far away, it's pretty safe to tag a character in with a crossover attack. Some characters have moves that can cover the vanity of a posing character. Phoenix's homing TK Shot H is an example. You also wait until your opponent super jumps, and tag in as soon as possible—their upward trajectory not only visually masks your tag, but it also more or less guarantees that they don't have an angle to punish. Finally, if your rival is all over you, it can sometimes pay off to use crossover attacks as a kind of high-risk reversal, though this should be done very sparingly.



CROSSOVER COMBINATION

P1+P2



With at least three hyper meters and three characters, your whole team joins in. With only two bars or two characters, only two join in. With only one bar or character, your character still performs their crossover combination hyper combo, but no one else joins in.

During a crossover combination, as many characters as possible join their efforts to generate a tremendous attack. Each character performs the hyper combo dictated by the assist type you chose for them. One bar of hyper meter is expended for each character participating.



As is true elsewhere in combos, keeping the number of hits low helps boost combo damage by virtue of smaller combos having less damage scaling.

The startup, damage, and other characteristics of your crossover combination are dictated by the hyper combos of the characters on your team. So, for example, if you have a character like Iron Man or Spencer, whose hyper combos hit faster than most, or a hyper combo that returns control of the point character early, your crossover combination shares that advantage. If one of the hyper combos is OTG-capable, the entire crossover combination can be considered an OTG-capable attack. After all, you can just cause a hard knockdown by a throw or air combo, then P1+P2 for easy, big damage, if your team is set up correctly for it.



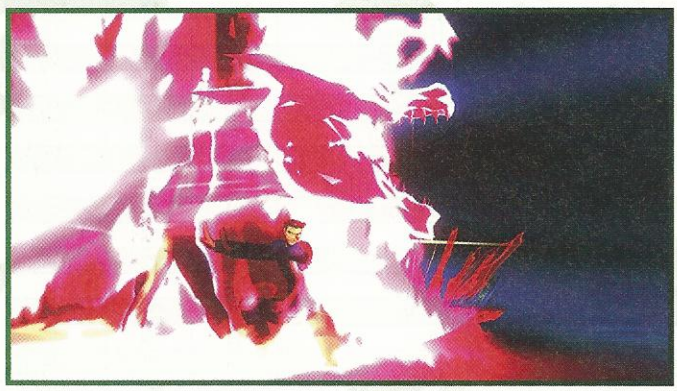
Trish—α and Trish—β on point starting a crossover combination can still move as normal and mix it up during Round Harvest, while her partners help hold the adversary in place and deal chip damage with their hyper combos.

You can cancel into a crossover combination from grounded basic attacks, but not from special moves or hyper combos. (Unless you use X-Factor canceling as a bridge!) You can cancel *out* of a crossover combination with X-Factor, and your point character will be free to act while your partners continue to finish their hyper combos!

CROSSOVER COUNTER

DURING GUARDSTUN, ⇨ + P1 or P2 WITH AT LEAST ONE BAR OF HYPER METER AVAILABLE

Crossover counters allow you to take advantage of guardstun by tagging in a partner, who then immediately performs their crossover assist while becoming the point character. Crossover counters can be good to avoid chip damage knockouts or to surprise aggressive foes with invulnerable reversal crossover assists like Haggar—α. Crossover counters can be canceled into hyper combos or character-specific actions; for example, C. Viper crossover counters can be made into feints by pressing S, same as her special move versions of those attacks, while Morrigan can fly-cancel her crossover counters. More on crossover counters can be found earlier in this chapter, in the section on guarding.





Crossover counters allow you to turn the tables on aggressors.

TEAM AERIAL COMBOS



Air ↑ + S during launcher combo: upward air tag; glows red.



Air → or ← + S during launcher combo: erases one of the opponent's hyper meter bars, sideways air tag; glows green.



Air ↓ + S during launcher combo: generates a hyper meter bar for your team, ground bounce air tag; glows blue.



After the actual team aerial combo tag flash, the victim has 15 frames to input the same command as the air tag used in order to break out with a team aerial counter.

New to the *MvC3* series are team aerial combos, or **TACs**. A team aerial combo starts by landing S launcher, then super jumping with the victim and performing at least one air basic attack before chaining into direction + S. (Diagonal directional inputs are interpreted as upward or downward) The direction you input dictates which kind of team aerial combo you'll initiate. Upward offers the best juggle position and a slight damage boost on the tag hit, downward causes a ground bounce while building a full bar of meter for your team, and sideways juggles the enemy with a wall bounce, while erasing one of the opponent's bars of meter!

After the first tag hand-off in midair, the next character can perform an air chain as they normally can during a launcher combo. The new incoming character can also hand off to the second partner by using direction + S again. No need to do at least one basic attack after the first tag, either; for the second tag, you can potentially just do air ↑ or → or ↓ + S right away.

When direction + S is input to spark a team aerial combo during an air combo, the victim has 15 frames following the brief freeze to input the break command. The correct break command is exactly the command used to start the air tag: ↑ + S if that's the air tag incoming, ↓ + S for the down air tag, and → or ← + S for the sideways air tag (either direction works). Only one S input is accepted during this 15-frame window—a victim who can potentially perfectly input every possible escape during the 15-frame window is *not* guaranteed to break every team aerial combo; he'll only break them at random, if the first input he uses during the window happens to be right. Interestingly, a neutral S input during the window *prevents* a correct input right afterward from being used, even if accomplished during the break window.

A successful team aerial counter tosses the character who attempted to air tag off of the victim, while dealing 50,000 damage. The offender is invincible off the wall bounce caused by a team aerial counter, so neither side is guaranteed anything—it's essentially a match reset.

The primary purpose of team aerial combos is to stave off hitstun decay and build tons of hyper meter. (Or to erase your enemy's meter!) Team aerial combos are weighted heavily in favor of the aggressor—you get far more out of successful team aerial combos than you do out of successful team aerial counters. Solid team aerial combos build/erase multiple meters while easily dealing more than 500,000 damage, before any potential hyper combo or THC enders. Just like any other air combos, team aerial combos can lead to OTG opportunities right afterward, since flying screen is still possible.

Team Aerial Combo Order Quirk

Normally, team aerial combos simply tag to the next character in line. On a team of three heroes, the first tag swaps teammate A for teammate B, and the second tag then swaps teammate B for teammate C.

If teammate B is not available for some reason when a team aerial combo is attempted (most likely because their assist was called too recently), something interesting happens. Teammate A air tags to teammate C instead. If teammate C is then made to air tag again, the air switch goes *back* to teammate A! Teammate B never comes into play, the team's order ultimately stays the same, and teammate A gets to do *two* air combos in the same combo!

The easiest way to set this up is to use teammate B as an assist in teammate A's combo that leads up to S launcher. Then, quickly chain to an air tag before teammate B's crossover assist is ready again.

TEAM HYPER COMBO





THCs greatly expand damage and combo potential, and they are also key to swapping in characters with less risk.

During level 1 hyper combos, you can team hyper combo cancel to the next character's hyper combo simply by inputting the command for the desired hyper while the current hyper combo is in progress. You can THC at a single stretch up to twice, ultimately using one hyper combo from each partner. Level 3 hyper combos can finish, but not start, team hyper combos. When called into a THC, characters leap on screen and perform their hyper combo cutscene as usual, but all their lead-in frames *before* the cutscene are truncated, resulting in a hyper combo that's much faster than usual.

Team hyper combos are obviously useful for their damage and chip potential; for example, any combo ending in a beam hyper combo can easily be made much more powerful simply by team hyper combo canceling to another beam hyper combo. But team hyper combos are also important because of the safety you're potentially afforded. In most situations, tagging in a new point character with a crossover attack or crossover counter is risky. By burning a few bars of hyper meter, you can perform your current point character's safest hyper combo, then THC to the safest hyper combo for your next teammate.

And, in combos, THC handoffs are better than ever thanks to the return of mashable damage on many hyper combos. Team hyper combo cancel a mashable hyper into another mashable hyper, and get as many ATK inputs as possible in for both, and you'll definitely be doing much better damage than equivalent combos did in original *MvC3*!

PROJECTILES AND BEAMS

Projectiles and beams have their own hidden durability priorities and values that dictate what happens when different projectiles collide.



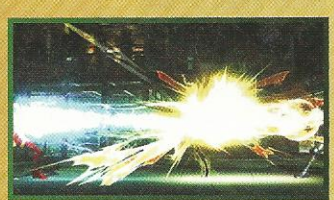
PROJECTILE PRIORITY



The first check is priority. There are three projectile priorities: low, medium, and high. Most standard projectiles and beams are low priority, while certain attacks, like Arthur's Golden Armor Lance, are medium priority. Projectile or beam hyper combos are high priority.

When projectiles of higher priority run into projectiles of lower priority, the higher priority projectile wins outright. It doesn't matter how many low priority projectiles a medium priority projectile plows through, for example: as long as it only encounters lower priority projectiles, it always wins.

DURABILITY POINTS



Durability points come into play when projectiles of the same priority collide. Projectiles pack their durability points into a single punch, while beams distribute their durability points across a certain number of frames. When projectiles collide, they mutually deplete durability according to their durability point ratings: projectiles as one blast of DP, beams as DP distributed evenly across their number of frames.

Frame Data

Going from a complete novice to an intermediate player requires grasping the fundamental concepts of the game—moving, guarding, attacking, things like that. Taking the extra step to becoming an expert player, to some degree, requires digging a little deeper and internalizing some rather more esoteric concepts. The most prominent, measureable, and ultimately meaningful of these is the idea of frame advantage. Getting into this can be a little intimidating for a new player, so rest assured that Rome wasn't built in a day, and neither do you have to incorporate all this information and somehow translate it into improved gameplay all at once. As in any hobby or skill with depth, serious players measure the time they've put into fighting games in *years*, not days, weeks, or months. So don't fret if this seems overwhelming at first. A salad bar approach can work wonders here: take a little of what seems to help you at a time.

FRAMES

A frame is the game's unit of time measurement. Like most modern games, *UMvC3* runs at 60 frames per second. Regarding the game using the actual frame data, when available, takes the discussion to a deeper, more useful place. The actual utility of a given move, for example, becomes much more apparent when looking at the frame data for that move. Visually, there is very little difference between a move that hits in 4 frames versus a move that hits in 8 frames. To most human observers, there is not a difference at all—for this example, we're talking about the difference between "just under a tenth of a second" and "just over a tenth of a second." But in terms of the game, this miniscule, barely perceptible difference can amount to a vast gulf.

STARTUP FRAMES

This is the number of frames it takes for an attack to become "active," or capable of hitting an opponent, after the command for the move is correctly input. The fastest moves in the game have 1 to 4 frames of startup, and these are mostly throw attacks. For the purposes of this guide, startup frames naturally include the first frame of the active period. This is for ease of looking for links under frame advantage: if something lists an advantage of +6, then any attack with a startup of 6 frames or lower works. This does mean, however, that if you add up the startup, active, and recovery frames, the sum is actually 1 frame longer than the real duration of the move.

ACTIVE FRAMES

This is the number of frames in which a move is actually capable of striking. For basic attacks, this number tends to be very small—usually no more than 3-5 frames. Exceptions apply, of course, and it's always worth noting when a move has an unusually high number of active frames.

RECOVERY FRAMES

This is the number of frames in which an attack is recovering and is no longer active. Characters can't guard or perform other actions while recovering, so they are vulnerable to retaliation if the recovery period is lengthy. The recovery period is the portion that is circumvented when using any kind of cancel into other moves. For projectile attacks, recovery begins the moment the projectile is actually released.

ADVANTAGE ON HIT / ADVANTAGE IF GUARDED

When an attack strikes an opponent, two things happen: the attacking character's move goes through its recovery period, and the defending character either goes through their animation of guardstun or hitstun (depending, of course, on whether the attack was blocked). Different attacks have different recovery periods and inflict different amounts of guardstun or hitstun. The attacking character eventually fully recovers from their attack and is ready to act again, just as the defending character eventually leaves the animation of guardstun or hitstun, ready to act again, as well. The discrepancy between when the attacker and the defender can act is expressed exactly with the concept of frame advantage. A frame advantage of +10 means that the attacker can act a full 10 frames before the defender—no small advantage at all. Many attacks are active in less than 10 frames, so in this hypothetical scenario, the attacker can actually link any move faster than 10 frames, and there's nothing the defender can do about it. On the other hand, a frame advantage of +1 is not particularly noteworthy; yes, the attacker can act a whole single frame before the competitor, and the opportunity to act first is never a bad thing, but nothing is guaranteed. (Except a throw attempt, if close enough!)

So, how is this useful? In this guide, we've compiled almost complete frame data for every single character. The only data we did not manage to complete, due to time restrictions and logistical difficulties, was frame advantage on hit/guard for air-to-air attacks (these are variable both from normal to super jump, but they are also harder to determine because of the less exact nature of air-to-air combat and the exigencies of air recovery).

What is here, however, should be a treasure trove to the novice gamer and the hardened tournament veteran alike.

HITSTUN

Hitstun is the counterpoint to **guardstun**. As guardstun is the state in which defending characters are actually blocking, hitstun is the state in which the victim on the receiving end of an attack is actually reeling. At least during guardstun, the defensive character still has some ability; during hitstun, victimized characters cannot do *anything*. The length and nature of hitstun depends on the attack that caused it. Generally, heavier attacks cause more hitstun than lighter ones. Strike a character again while they're still in hitstun, and you'll create a **combo**.

Hitstop

Hitstop is the brief effect that happens almost imperceptibly whenever two characters contact each other. In order to subtly highlight the force of their blows, any hit exchange is depicted through the game freezing for a small number of frames. This occurs whenever attacks are exchanged, whether on hit or block, and it can account for some minor difficulties with timing or execution in some cases.

NORMAL HITS AND COUNTERHITS

Normal hits occur when a character is struck while standing, crouching, moving, but not performing an attack. Throughout this book, you'll find references to the frame advantage created "on hit"—in all cases, unless otherwise noted, the frame advantage referenced describes a normal hit.



Our frame data figures assume a normal hit.

A counterhit occurs when a character is struck during their own attack, whether during startup, active, or recovery frames. A counterhit is visually indicated by a red hit effect. Counterhits sometimes create hit states that normal hits don't, such as **crumples** or **knockdowns** where a normal hit would just cause standard hitstun. Counterhits—all counterhits—also add +2 to the frame advantage conferred on hit. This means that landing a counterhit can lead to **link** combo opportunities that are not available with normal hits.



Counterhits are indicated by a special red spark and grant +2 frame advantage. Some counterhits result in special hit states.

SPECIAL HIT STATES

Most attacks just cause characters to reel, whether on normal or counterhit. Some attacks cause special hit states that do different things.

Soft Knockdown (ground or air)



Nothing is guaranteed after a knockdown, but if you guess right on which way your foe is going to recover, you can keep offensive momentum going.

Ground Recovery Frames:	
Neutral	19
Forward	33
Backward	33

Air Recovery Frames	
Neutral / Forward / Back	10

The idea of a "knockdown" is a little different in *UMvC3* than in other fighting games. Most knockdown-capable moves result in the victim recovering more or less immediately and automatically. With no controller input, characters who are knocked down simply rise in place right away. Characters can be made to recover in a desired direction by holding ⇦ or ⇨ as they recover. This is called **ground recovery** or **air recovery**, depending on where it takes place—not all knockdowns in *UMvC3* knock the opponent to the turf! Very many attacks cause victims to be "knocked down" into aerial hitstun, after which they perform an air recovery. After an air recovery, the airborne character is considered to be normal jumping, with all the attendant benefits (crossover assist calls allowed) and limitations (chain combos may be limited; hitstun from attacks is shorter) that entails.

During ground or air recovery, your point character is invulnerable, and assists can be called. Beware of mix-ups designed intentionally to be confusing or difficult to defend against just as you become vulnerable after recovery ends. Getting an assist out can help run interference, but if you're careless, it can just result in two characters getting hit instead of one.

Hard Knockdown



Spencer ends an air combo with air S, causing flying screen.



Immediately upon landing, he dashes forward, then performs Wire Grapple H just off the ground to OTG his target.



The universal way to cause a hard knockdown is flying screen—start a launcher combo with S, then chain to air S. Most throws also cause hard knockdowns, as do some other attacks. OTG-capable attacks can hit opponents stuck in a hard knockdown.

Hard knockdowns prevent immediate ground or air recovery and instead leave the victim laid out on the floor, unable to move. During this period, the floored victim of the hard knockdown is vulnerable to **off the ground** (**OTG**) hits. Technically, there is no limit on the number of hard knockdowns and OTG hits that can be used in a single combo…the limiting factors are player creativity and **hitstun decay**.





MARVEL OTG-CAPABLE CROSSOVER ASSISTS

Deadpool—β
Dormammu—β
Ghost Rider—β/—γ
Hawkeye—β/—γ
Hulk—α
Iron Fist—β
Iron Man—γ
Sentinel—β/—γ
She-Hulk—α
Shuma-Gorath—α (DLC)
Storm—β
Super-Skrull—α
X-23—β

CAPCOM OTG-CAPABLE CROSSOVER ASSISTS

Akuma—γ
Arthur—γ
C. Viper—β
Dante—β
Felicia—β
Firebrand—α
Phoenix Wright—γ
Viewtiful Joe—γ
Wesker—β

Ground Bounce

Some attacks cause the victim to bounce off the floor forcibly. Before the target lands on the ground a second time, they are vulnerable to continued attacks. For the most part, only one ground bounce is possible per combo. Using another ground bounce attack will only cause a hard or soft knockdown, depending on the attack.



One ground bounce can be used per combo.

Wall Bounce

Some attacks cause the victim to bounce forcibly off the side of the screen, rather than the floor. This is a wall bounce. Characters subjected to a wall bounce are vulnerable until they hit the ground. Only one wall bounce is possible per combo.



One wall bounce can be used per combo. Subsequent wall bounce moves simply cause a knockdown.

Spinning Knockdown

Some attacks cause a violent spinning knockdown, which hurls the victim across the screen. Whether characters can recover out of the spinning knockdown before hitting the ground is dependent on the move that started the spinning knockdown; some moves always cause spinning foes to be vulnerable until they hit the ground, paving the way for juggle opportunities, while other moves that cause a spinning knockdown are only different from a regular knockdown in terms of aesthetics. Spinning characters cannot do anything or recover until they hit the ground, so, as with both types of bounces, victims are open to more punishment. The difference is that there's no innate limit on the number of spinning knockdowns allowed during a combo.



The spinning knockdown effect looks more violent than a soft knockdown, but the behavior is mostly the same.

Stagger

Some attacks, like Thunder Edge Amaterasu's ⇨ + H (hold), cause a lengthy stagger rather than regular hitstun. This stagger lasts a set length of time, allowing further ground hits. Multiple staggers can be used in the same combo without diminishing the effect.



A stagger is just a rare, move-specific, lengthy hitstun. Technically, staggers can be linked in perpetuity; the victim stays grounded.

Crumple

When a character eats an attack like C. Viper's S + ATK Focus Attack or Iron Fist's ⇩ ⇦ ⇨ + M Dragon's Touch, they crumple slowly to the ground, vulnerable on the way down. Hitting the opponent during this time juggles them into the air. Only one crumple is possible per combo, because only standing targets can be crumpled. An aerial or juggled target will react differently.



Certain attacks cause a crumple. Characters hit during crumples are juggled into the air.

Capture and Dizzy

Capture, or incapacitation, states are created by certain moves, like Spider-Man's Web Ball. During capture, the victim is tied up one way or another and cannot act for a set period of time. After this time has elapsed, the opposing character recovers normally, but in the meantime, they are completely vulnerable. Dizzy is different from capture states because it can end with characters in a hard knockdown, during which any attack will pop the enemy up, whether OTG-capable or not.



As many capture and dizzy moves can be used in the same combo as you can manage.

Combos

Back in 1991, intended input leniency for special moves in *Street Fighter II: The World Warrior* accidentally allowed basic attacks to strike before canceling into an unavoidable special. This afterthought became an official feature with the introduction of the combo meter in *Super Street Fighter II*. In the mid-'90s, series like *Darkstalkers* and *Street Fighter Alpha*, along with the games *X-Men: Children of the Atom*, *Marvel Super Heroes*, *X-Men vs. Street Fighter*, and *Marvel Super Heroes vs. Street Fighter* (these the seeds of the *MvC* series) began to take combos to a whole different level. Outrageous, over-the-top, outstanding combos represent the number one source of serious damage in the *MvC* franchise and the *Vs.* games in general, as well as a good portion of their heart and soul.





The classics never die.

So, in fighting game terms, what is a combo? A combo is a sequence of hits that is guaranteed if the first attack is not blocked. Combos work because of **hitstun**, which is the period of time a character reels when struck by an attack. During hitstun, no actions are possible, blocking included. Hit your opponent, then during their hitstun, cancel your current move into another or link into another move after the initial one is fully recovered, and you'll create a combo. Combos are vital for the obvious purpose of dealing lots of damage, but they are more important in that good combos allow you, after two or three initial attacks, to **verify** whether your attacks are being guarded. Many combos and tactics are vulnerable to guaranteed retaliation if blocked—the (S) launcher possessed by every character is the best example—so confirming your hits before you reach the unsafe parts of a combo is a vital skill. Instead of finishing the combo, you can stop and switch to a back-up plan, or rethink your positioning if the blocking adversary pushes you away with advancing guard.

Number of Hits	Combo
3-4	YES!
5-6	COOL!
7-9	GOOD!
10-12	GREAT!
13-16	DUDE!

Number of Hits	Combo
17-20	SWEET!
21-25	AWESOME!
26-30	WONDERFUL!
31-35	VIEWTIFUL!
36-42	EXCELLENT!

Number of Hits	Combo
43-49	STYLISH!
50-55	FANTASTIC!
56-64	AMAZING!
65-74	INCREDIBLE!
75-81	MIGHTY!

Number of Hits	Combo
82-90	MARVELOUS!
91-100	UNCANNY!
101-110	CRAZY!
111-199	GALACTIC!
200+	UNSTOPPABLE!

COMBO LIMITATIONS

Plenty of combos are capable of knocking out any character outright. Certain safeguards are in place, however, to prevent certain repetitious infinite combos from occurring, as well as to prevent combos with high numbers of hits from doing disproportionate damage compared to less sizable combos.



Great for style and building hyper meter? Yes. Good for damage or hitstun deterioration? No.

DAMAGE SCALING

As the first hit in a combo, all attacks deal their full damage. With each hit added to the combo, however, attacks deal a diminishing percentage of their full damage.

Damage scaling somewhat devalues certain attacks that do lots of hits quickly, such as Sentinel's standing and crouching (H) mouth lasers and Morrigan's standing (H). These moves can still be excellent for other reasons, like the extra time they grant you to hit-confirm a combo, but the damage of your follow-up suffers.

DAMAGE = (BASE_DAMAGE * MODIFIER ^ COMBO_COUNTER) / 100

BASE_DAMAGE is the listed base damage of an attack. COMBO_COUNTER is the current hit number in the combo. The "MODIFIER" value is as follows:

- (L) **basic attacks = 0.75**
- (M) **basic attacks = 0.8**
- (H) **basic attacks = 0.85**
- (S) **attacks, special moves, and hyper combos = 0.9**

Damage cannot be less than 10% of base damage. (S) attacks, special moves, and hyper combos reach the scaling cap on hit 23. The other attack strengths reach the scaling cap progressively earlier.

Because scaling is weighted by button and based on the current number of hits, light attacks don't adversely affect scaling for the entire combo; scaling for only the current move is affected. This is unlike many modern fighting games, where opening with a light attack is detrimental to scaling on down the line.

Throws (and capture moves) scale damage heavily, which is noticeable if you throw your opponent, then start a combo off the throw. This is possible with most throws by landing an OTG-capable attack.

During X-Factor, the effects of damage scaling are reduced, but not negated.

HITSTUN DECAY

As discussed before, **hitstun** is the period of time during which a struck character reels, unable to block. Hitstun lasts for a certain period of time depending on the move used to inflict the blow. As a general rule, the heavier the attack, the longer the hitstun. However, as hits pile up within a combo, this hitstun period begins to shrink. Hitstun decay is rapidly accelerated in combos that start after a throw.

Attacks against grounded characters will eventually cause ground hitstun to drop by 5 frames, air hitstun to drop by 1 frame

Attacks against airborne characters will cause both ground and air hitstun to drop by 5 frames

The amount of attacks needed before hitstun decay occurs is variable per move

Hitstun decay can occur multiple times within a combo!

Some attacks are not affected by hitstun decay; Doctor Strange's Impact Palm will always inflict 35 frames of hitstun, hard knockdown attacks will always cause hard knockdown, hyper combos are unaffected by damage scaling, etc.

TACs cause hitstun decay to revert back to normal and not advance at all until the attacker touches the ground. After touching the ground all decay is applied

X-Factor Infinites

Some special knockdown states ignore hitstun decay. These effects are going to be the same no matter how many times they're applied in the same combo. During certain levels of X-Factor, due to speed boosts, some characters are able to link special moves together in such a way as to skirt around the issue of hitstun decay altogether.

Arthur, Captain America, Dante, Deadpool, Felicia, Wolverine, and X-23 have infinites that work only by linking certain special moves together indefinitely during particular levels of X-Factor. (Captain America and Wolverine have extra safeguards in place that prevent truly infinite X-Factor combos, but by the time those safeguards have kicked in, their opponent is probably knocked out regardless.)

CHAIN COMBOS

Chain combos are sequences of basic attacks chained together by pressing attack buttons one after another. Most basic attacks chain upward in strength, from (L) light to (M) medium to (H) heavy, and most basic attacks can be chained into (S) special attack. (S) special attacks cannot be chained into anything else. Chains are possible when crouching, standing, or airborne. Not every character can perform the same chain combos—there are a handful of chain combo archetypes under which various characters fall.







Marvel Character Chain Combo Data

Name	Chain Combo Archetype	Full Normal Jump Chains	Rapid Fire (L) Attacks
Captain America	Marvel Series	Yes	Standing (L)
Deadpool	Hunter Series	Yes	Standing/crouching (L)
Doctor Doom	Marvel Series	No	Crouching (L)
Doctor Strange	Marvel Series	No	Crouching (L)
Dormammu	Marvel Series	No	—
Ghost Rider	2-Hit Limited	No	—
Hawkeye	2-Hit Limited	No	—
Hulk	2-Hit Limited	No	—
Iron Fist	Hunter Series	No	Standing/crouching (L)
Iron Man	Hunter Series	Yes	Standing/crouching (L)
M.O.D.O.K.	Marvel Series	No	Standing/crouching (L)
Magneto	Marvel Series	No	Standing/crouching (L)
Nova	Marvel Series	No	Standing (L)
Phoenix	Hunter Series	Yes	Standing/crouching (L)
Rocket Raccoon	Hunter Series	Yes	Standing/crouching (L)
Sentinel	2-Hit Limited	No	Crouching (L)
She-Hulk	Marvel Series	No	—
Shuma-Gorath (DLC)	Hunter Series	Yes	Standing/crouching (L)
Spider-Man	Marvel Series	Yes	Standing/crouching (L)
Storm	Hunter Series	Yes	Crouching (L)
Super-Skrull	Hunter Series	Yes	Standing/crouching (L)
Taskmaster	Marvel Series	No	—
Thor	2-Hit Limited	No	—
Wolverine	Hunter Series	Yes	Crouching (L)
X-23	Hunter Series	Yes	Standing/crouching (L)

Capcom Character Chain Combo Data

Name	Chain Combo Archetype	Full Normal Jump Chains	Rapid Fire (L) Attacks
Akuma	Marvel Series	No	Standing/crouching (L)
Amaterasu	Marvel Series	No	Standing/crouching (L)
Arthur	Marvel Series	No	Standing/crouching (L)
C. Viper	Marvel Series	Yes	Crouching (L)
Chris	Marvel Series	No	—
Chun-Li	Marvel Series	Yes	Standing/crouching (L)
Dante	3-Hit Alternating	Yes	Crouching (L)
Felicia	Hunter Series	Yes	Standing/crouching (L)
Firebrand	Hunter Series	Yes	Standing/crouching (L)
Frank West	Hunter Series	Yes	—
Haggar	Marvel Series	No	—
Hsien-Ko	Hunter Series	Yes	Standing/crouching (L)
Jill (DLC)	Hunter Series	Yes	Standing/crouching (L)
Morrigan	Hunter Series	Yes	Crouching (L)
Nemesis T-Type	Marvel Series	No	—
Phoenix Wright	Marvel Series	No	—
Ryu	Marvel Series	No	Standing/crouching (L)
Spencer	Marvel Series	No	Standing (L)
Strider	Hunter Series	Yes	Standing/crouching (L)
Trish	3-Hit Alternating	Yes	Standing/crouching (L)
Tron	Marvel Series	No	—
Vergil	Marvel Series	No	—
Viewtiful Joe	Hunter Series	Yes	Standing/crouching (L)
Wesker	Marvel Series	No	—
Zero	Marvel Series	Yes	—

GROUND CHAIN COMBO ARCHETYPES

HUNTER SERIES (FULL ALTERNATING)

A style of chaining that originated from the *Darkstalker* series, it is no surprise that Hsien-Ko, Felicia, and Morrigan all use this archetype. Characters with this type may chain one of each ground attack together from weakest to strongest. Attacks of the same strength can also be chained together only when alternating from the standing to crouching position (for example, Super Skrull may chain standing (L), crouching (L), standing (M), crouching (M), standing (H), crouching (H)).

MARVEL SERIES (STRAIGHT AHEAD)

This chain archetype only allows three attacks chained together from weakest to strongest. This chain set may NOT alternate from a standing to crouching attack of the same strength, unlike the Hunter series (with some exceptions like Chun-Li, who can chain standing (H) into crouching (H), and Trish, who can chain standing (M) to crouching (M)).

2-HITS LIMITED

This chain set allows the player to only chain two attacks together. The sequence must start with a light attack (crouching or standing) before chaining into any medium or heavy attack. Afterward, you must chain to a launcher or cancel into a special move to keep the combo going.

3-HIT ALTERNATING

This chain type has the chaining properties of the Hunter series; you can string together attacks from weakest to strongest while also alternating from standing to crouching attacks of the same strength. The difference here is that you can only chain up to three attacks together within these limitations. Dante can normally chain crouching (M), standing (H), then crouching (H). However, if the combo is started with an additional attack, like standing (M), crouching (M), and then standing (H), you cannot follow up with the final crouching (H).

AERIAL CHAIN ARCHETYPES

There exist only two types of air chains: a "Hunter Series" style of chaining where the player can chain two attacks each of light and medium before chaining to stronger attacks (air L, L, M, M, H, S), and a limited air chain where the player follows the same rules as the Hunter Series alternating chain method but can only chain up to three attacks together. The full Hunter Series style of chaining is available to all characters during a super jump, but only to some characters during a normal jump. The 3-Hit Limited style of air chaining is seen only on some characters during their normal jump.

OTHER CHAIN TYPES

RAPID FIRE LIGHT ATTACKS

Some characters can chain light attacks into each other repeatedly. Whenever desired, you can transition from rapid fire light attacks to their regular chain combo.

TARGET COMBOS (CHARACTER-SPECIFIC CHAIN COMBOS)

Some characters have unique chain combos. Though all characters initially fall into a chain archetype of some sort, these special combos, also known as target combos, bypass the normal rules of their chain structure. For example, Amaterasu may chain H into crouching H, but only within a three-attack chain limit, however you may chain air H three times consecutively (this ability bypasses the three-attack normal jump chain limit). Similarly, Dante can chain crouching L into standing L, and this chain does not interfere with the three-hit alternating rule.

COMMAND ATTACK CHAINS

Command attacks are much like basic attacks in a lot of ways but do not fit into chain combos in the same way. Command attacks play by their own rules, on a case by case basis: some command attacks can be chained into or out of, while some can't be used in chain combos at all.

LINKS

A link occurs when you wait until an attack has fully recovered before striking again. This is distinct from **chain combos**, in which ATK buttons are simply pressed in sequence, or **cancel** combos, in which recovery periods are interrupted with new actions. *UMvC3* is not as link-intensive as some fighters, like *Super Street Fighter IV*, but links are still present. In absolute terms, links are present all over the place, just in a different form. When chaining into S to launch then performing an air combo, you are technically canceling S with a super jump, then linking into an aerial chain.





Spencer⇨ + H, linked into Armor Piercer, is a simple example of a link combo.

CANCELS

CANCEL

To cancel means to interrupt the recovery of one action with another action. Most ATK basic attacks are chain-cancelable into other basic attacks or command attacks, or command movements such as flight or teleportation. Some basic attacks are jump, double/triple jump, or super jump-cancelable—that is, the attack can be interrupted simply by holding an upward direction. S special attacks are cancelable only on hit, and then only into super jump, while air S is not cancelable when used after a launch into an air combo (though air S is cancelable if used in an air combo that begins without a launch). Most ATK basic attacks and command attacks are cancelable into special moves and hyper combos, and most level 1 hyper combos can themselves be canceled into a team hyper combo (THC), in which the next partner tags in to continue the hyper combo punishment. Finally, X-Factor activation can be used to cancel nearly any action, whether on the ground or in the air.







Smart Bomb L OTG CANCEL *Proton Cannon*
Proton Cannon CANCEL *Okami Shuffle*

CROSSOVER ASSISTS IN COMBOS

P1 on P2



The openings for using assists in combos are too numerous to bother listing many examples. The possibilities offered by Vs. games have driven hardcore experimenters and combo video producers for more than a decade and a half.

Apart from their utility for zoning, protection, and distraction, crossover assists are invaluable combo tools. Each partner can be called once per combo. Partners cannot be called during hitstun, guardstun, special moves, super jumps, or super jump flight. They can be called during normal jumps, normal jump flight, during or after ground and air recovery, and while on the ground performing ATK basic attacks or S special attacks. And basic attacks on the ground or off of jump-ins (or advanced jump-ins like triangle jumps or square jumps) are where most combos begin.

You can't use the same crossover assist twice in one combo, but you *can* use each assist once. Assists can be used in combos to help with verification, to extend combos on the ground, and to OTG after a launcher combo that leads to flying screen. Combos can start off of errant or grazing hit from a crossover assist—an opponent may get clipped by, for example, the edge of Doctor Doom's Molecular Shield or Iron Man's Unibeam, allowing you to start a combo if you juggle them in time. Sometimes, this can be as simple as starting up a long range hyper combo or linking S launcher, or it can be more complex.

Only one general possibility of many for the use of both assists in one combo: catching a stray hit with a close range assist, then following up with a chain combo ending in S to launch your foe into an air combo, ending in S to create flying screen, where then an OTG-capable partner can be called to continue further.

SPECIAL HIT STATES IN COMBOS

Using special states is a great way to perpetuate combos. This also enables you to think of combos as somewhat modular pieces, although hitstun decay prevents this from working perfectly—before floor bounce, after floor bounce, after flying screen, and so on. Certain hit states can only show up once per combo—these are ground bounce, wall bounce, and crumple (although multiple ground bounces are possible if you follow a ground bounce with a downward team aerial combo). There are technically no restrictions on the number of staggers, spinning knockdowns, hard knockdowns, capture type moves, and OTG hits, however. Those are limited in combos only by team makeup and hitstun decay.

The most universal special state is flying screen, caused by landing air S in a launcher combo. After flying screen, the combo victim is left in a hard knockdown state, during which OTG-capable attacks hit. OTGs are possible after flying screen, after most throws, and after certain special moves and hyper combos. While many characters can OTG without any help, some characters require an assist to OTG.



COMPOSING STRONG COMBOS

A large part of being successful in fighting games is making the most of the opportunities you have. Good opponents give up little for free, so when a solid chance comes your way, make it count. The ways in which attacks **chain**, **cancel**, and **link** into one another, along with the limitations imposed by **damage scaling** and **hitstun deterioration**, suggest a certain approach to eking out the most damage when you score a hard-earned first hit.

Combos need to start somewhere. Call a **crossover assist** and wait to see if the attack is successful. If yes, start a combo. Bonus points here if you can put the assist in a place that makes it difficult to deal with—the best example is dropping an assist on one side of your competitor before **jumping**, **airdashing**, **flying**, or **teleporting** to the other.



Alternatively, attack your opponent directly. Vary your opening attacks between low attacks that must be guarded crouching, overheads and quick airborne attacks (of which there are many, most of which must be blocked standing), and throws. Each can lead to combos, and each must be defended against differently.



When you start your **chain combo**, get to a point where you can cause a **wall bounce** or **ground bounce** with the fewest, hardest hits possible. Off the bounce, chain into (S) launcher, then perform a brief **air combo** into (S) to cause **flying screen**. Many attacks cause bounces, whereas flying screen is caused by air (S) in a launcher combo. If you don't have attacks or assists available to create a wall or floor bounce, proceed directly to flying screen.

When performing air chain combos into air (S) for flying screen, it's usually best to cause flying screen as low to the ground as possible. This is because the faster you land, the more likely it is you'll be able to OTG your rival, which is what you want to do after flying screen. The best way to cause flying screen low enough to OTG afterward, before the opponent can get up, varies from character to character. For some, it's as simple as chaining very slowly or using one air (M) instead of two during air chains. For others, using flight in an air combo helps. And sometimes, because of the larger distance involved, following up with an OTG after flying screen is more difficult, requiring longer-range OTG-capable assists and deft wavedashing for fine repositioning. Securing an OTG is much easier in a corner.

After the OTG, you're probably approaching 15 or 20 hits, the point at which **hitstun decay** starts to mean that combo extension is impossible soon. Get as close as you can to this limit as possible, then finish with something that either causes lots of damage or sets you up to keep momentum. Ending with flying screen again is fine—at this point, you might not be able to score another OTG into anything, but you'll be able to drop an assist right on top of your foe as they recover, perhaps starting another combo. Otherwise, if you can, finish with a powerful **hyper combo**. From here, if necessary for the knockout, an **X-Factor cancel** into another hyper combo and/or a **team hyper combo** are strong options. Although damage scaling is at its heaviest by this point, many hyper combos add on enough total hits to add up damage quickly regardless, especially now that many can be mashed for more damage. And while **THC**s from **level 3 hyper combos** aren't allowed, these costly maneuvers make great combo or THC enders, as level 3 hyper combos are unaffected by damage scaling!



The combo engine in *UMvC3* manages to keep the outrageousness of the *Vs.* series combos alive, while mostly eliminating one of the lingering problems with the openness of the *Vs.* series combo rules: the previous preponderance of infinite combos. The use of infinites in high-level play for previous installments is the rule, rather than the exception. One of the best characters in *MvC1*, Red Venom, was essentially a hideously fast, walking infinite combo whose only deficiency was low stamina, and in *MvC2*, Magneto continued that tradition. But that's only two examples. *MvC2* alone had Iron Man as a slower, more air-based version of Magneto. Between his flight modes, normal jump infinite, and guard break potential, he could turn one glancing aerial counterhit into three dusted characters. Here, there are still high-risk, high-reward offensive characters, and there are certainly incredible, high damage combos that annihilate any character's health bar (usually from X-Factor or using heavy resources). But between hitstun decay, the removal of guard breaks against normal jumps, and the ability to roll forward or backward with invulnerability from any wakeup, the frustration of eating a single random accident into a lost round is removed.

This is not to say *UMvC3* won't be full of huge swings and ridiculous damage; it wouldn't be *MvC* without it, would it? Getting your point and assist character both caught in a strong team hyper combo, crossover combination, or X-Factor combo is perhaps even worse then eating a double snap back into anti-assist infinite in *MvC2*...instead of losing one character to an accident, then perhaps being guard broken when your next character falls in, you just lose two characters simultaneously! At least your own X-Factor gets beefed up with only one character left, if you still have it...never give up!

THE PURPOSE OF A COMBO

A combo is a series of attacks that cannot be guarded once the initial attack connects, and it is the fastest way to deal large amounts of damage in *UMvC3*. However, the most damaging combo is not always the best; different combos serve different purposes in ways that are beneficial beyond just doing the most damage possible.

Some combos are designed to gain maximum horizontal distance, with the goal of carrying the opposing character to the corner. In most cases, corner combos deal much more damage than their midscreen counterparts, so adjusting the beginning of a combo in hopes that the combo eventually gets to the corner can possibly yield more damage than if the combo is performed normally.

Other combos are designed with THCs in mind, as is demonstrated by Ghost Rider. Combos ending in Ghost Rider's Hellfire Maelstrom are slightly more powerful than combos ending in Spirit of Vengeance. However, Hellfire Maelstrom causes a hard knockdown, and it is not as THC-friendly as Spirit of Vengeance. Therefore, sometimes it is better to go with the lower damage of combos ending with Spirit of Vengeance because their THC potential is much higher.

Characters like Zero or Dante have access to long, drawn-out combos that take particularly long to finish. Combos such as these are great for stalling the timer on your rival's X-Factor or power-up hyper, such as Strider's Ouroboros. Extended combos like these also double-up as a means of building hyper meter for characters who are meter-hungry, such as Phoenix or Dormammu.

Special combos must be used against smaller characters such as Rocket Raccoon, or characters with an abnormal hitbox such as Shuma-Gorath or Tron. It's best to have these combos in mind before the match even starts. There's nothing worse than getting a combo opportunity only to have it fail because it wasn't suited for your opponent's character!

The positioning in which a combo leaves the competitor is also an important factor to consider. Though it's obvious that the corner is the ideal position for a combo to end in, midscreen combos that end in a position that allows for a throw reset or mix-up can possibly lead to significantly more damage than a combo designed solely to maximize damage.

Being able to make a quick decision about what combo to use in any given situation on the fly is a skill that must be mastered when learning the ins-and-outs of your team. Take a quick glance at your opponent's vitality gauge when starting a combo. If your most damaging bread and butter combo guarantees a K.O. given their current vitality, then go for it. Otherwise, using a combo with a purpose not necessarily bound to damage maximization might prove to yield more damage overall as a result.

DEVELOPING STRONG SET-UPS

Combos obviously deal damage, but they'll also frequently leave you in an ideal position to mount a continued assault. If successful, following a solid combo with a mix-up or trick that allows you to start a combo up again usually spells defeat for most characters. There is nothing better than having an opponent fall victim to a carefully crafted set-up. Ideally, it only takes one or two successful set-ups to secure victory in a match! Great set-ups can take some planning and creativity to come up with, given the freedom of the battle engine and variety of characters and attacks. The set-up potential of certain attacks is sometimes very apparent (such as Wolverine's Berserker Slash or X-23's Mirage Feint), while other moves' set-up potential might not be so obvious (such as Doctor Strange's Daggers of Denak or Amaterasu's Power Slash). Take this Vergil set-up as an example:



Call Iron Man—α, then perform Vergil's Rapid Slash.



Vergil crosses up with Rapid Slash while Iron Man Unibeam covers from the original direction.

This set-up fulfills several criteria that a good set-up consists of. A good set-up deals a worthwhile amount of damage. In this case, any of Vergil's follow-ups to Rapid Slash can lead to good damage.

Flexibility is also key: upon connecting, a set-up that allows for multiple follow-up options is ideal so that you can decide what to do depending on characters, vitality, time remaining, and so on. In this situation, Vergil can cancel Rapid Slash into Dimension Slash or into Devil Trigger for a combo that can end in either Dimension Slash or even a TAC if desired. Flexibility also refers to positional, character, and meter requirements. This particular set-up works midscreen and in the corner, requires no hyper meter (though having at least one increases its effectiveness considerably), and works on most characters.

Safety is as important. Good set-ups should be as risk-free as possible. If your set-up is guarded, ideally, you should be at least safe from retaliation or have a backup plan to avoid punishment. In the example given, the recovery on Vergil's Rapid Slash is protected by Iron Man's Unibeam, making it safe if guarded. In addition, Rapid Slash can be canceled into Devil Trigger, which puts Vergil in a position to mount a follow-up offense.

Deception: no competent opponent falls for an obvious set-up! Be sure your set-up is tricky enough to fool a competitor, giving them as few visual/audio cues as possible. The speed in which the set-up is performed adds to its deceptiveness—the faster, the better. In this example, Rapid Slash is a fairly quick move and doesn't necessarily need preparation or pinning down to use effectively. Adding several layers of depth to your set-up is ideal, so be sure that doing so does not make your set-up more obvious than it has to be!

You likely won't have one end-all set-up that works in every situation, against every character, and deals 100% damage every time; given the variety of systems and characters in the game, this is nearly an impossible task (though Wolverine's Berserker Slash canceled into Berserker Charge in original *Marvel Vs. Capcom 3* came close!). For every great set-up you create, make sure to have an alternative that covers up any shortcomings of other set-ups in your arsenal. Explore the different options your team has to offer, and keep an open mind!

Practice and Execution

Not every tactic is created equal, and neither is every technique equally easy to perform.

As in chess, the best defense is a good offense. An adversary who is pinned or being hit is an adversary who cannot retaliate.

Don't come in with the goal of winning every game. To begin, you won't. And that's not the point, anyway. The point is to improve. Winning is a consequence. Losses are a chance to learn.

Consider the levels of expertise:

Unconscious incompetence: The player isn't experienced enough to make an honest self-appraisal (and almost certainly overrates their abilities as a result)

Conscious incompetence: The player has now gained the experience to see their initial shortcomings

Conscious competence: With practice and preparation, the player is much more comfortable and develops a sense of their own effectiveness, but diligence is required to stay focused

Unconscious competence: Concepts are fully ingrained, muscle memory is established, and the process of thinking about what to do during a match is largely unconscious

The key is to realize that every match is a chance to try new things and experience new situations, rather than to win at all costs every time.

Team Building and Space Control

Ultimate Marvel vs. Capcom 3 requires you to think of your team as a whole entity, rather than simply a trio of different characters. The nature and character of a team stems not just from what each character is capable of, but also what each enables for the others. When building a team, always consider the following:

Any character can and absolutely should team up with partners whose crossover assists (tap P1orP2) help close gaps in offense or defense, or which emphasize strengths. For example, characters without options to OTG by themselves can team up with characters who have OTG-capable crossover assists. Characters who are good at zoning with long-range projectiles can choose assists partners who further press that advantage. Rushdown-oriented characters can pick assists that make blocking problematic—flying and airdashing characters can couple with low-hitting assists, while teleport-capable characters can drop pinning assists on one side, then easily cross to the other, which makes blocking tricky and safe retaliation almost impossible.



Some crossover assists also make great crossover counters (during guardstun, tap ⇨ + P1orP2). One could build an entire strategy around gaining meter and biding time to turn a match on its head with one solid crossover counter that hits both the foe's point and their assist. Guard their pinning pressure tactics, then crossover counter, catch both characters, and cancel to hyper combo; now, with either an X-Factor cancel to another hyper combo or a THC to your next partner, you've taken out two characters just from being patient and letting your opponent think they were getting what they wanted!



A solid team order should take into account team hyper combos. It is *much* more valuable to knock an opposing character out completely rather than just deal heavy damage. If you don't maximize the opportunities that come your way and try to put characters down whenever possible, you're leaving the door open for them to heal up in reserve and waste your efforts. Solid team hyper combos are often the only way to continue a combo, the only way left to get that *last* little bit of damage to knock out a point or assist. It is *extremely* valuable to take your rivals out completely when given the chance, no matter the cost.



Of course, in addition to combo extension, team hyper combos also serve to rotate in a new point character. While there are several ways to switch characters, you will inevitably find yourself in a situation where most options are unavailable or unsafe. Crossover attacks can be read and punished; crossover counters aren't possible if your competitor doesn't give you anything to guard, which they won't if they're on the lookout for some sort of switch in the first place. Team aerial combos require a clean hit, and what's more, they require that the opponent doesn't properly team aerial counter. Often, the only remotely safe option to tag in a new character is to activate the current character's fastest-activating hyper combo, then starting the next character's safest hyper combo. There are many hyper combos that are completely safe when guarded, which is the best quality for this purpose. The archetypal example here, of course, is Storm's Hail Storm.





Characters who lack great air combos on their own can score a launcher, then hand off the air combo to more combo-capable teammates with team aerial combos. Team aerial combos not only allow more flexibility in teammate switching and team construction, but they also provide terrific damage and potentially insane hyper meter rewards, in addition to the new ability to erase the opponent's meter!

Of course, a lot of these techniques cost hyper meter. So here, too, there are decisions. How are you going to build hyper meter? Of the characters you favor, who is best suited to a "battery" role? Will you stockpile hyper meter primarily for one purpose, such as a particular THC, a hyper combo that is safe to guess/chip with, or a crossover counter to hyper combo? Or, you might save hyper meter for a particular character. For example, so Phoenix can be ready to rise as Dark Phoenix, so Dormammu can unleash repeated Stalking Flares, or so characters like Ryu and Akuma can land their level 3 hyper combos. Perhaps you've picked a trio with a solid crossover combination; some pairings of characters and assist types create crossover combinations that knock many character out outright, or which deal incredible chip damage.

Regardless of your ultimate plans with team chemistry and construction or with hyper meter consumption, the point is mainly that you should have plans in the first place. Of course, things won't always go according to plan—inevitably, you will lose a partner to assist damage prematurely, or a character or two will disappear in seconds to a nasty X-Factor combo or THC, but you can control a lot more of your fate if you've at least thought about what you'll do ahead of time.

Controlling the Ground

Although super jump height greatly expands the field of play, *UMvC3* isn't as air-centric as *MvC2*. Characters no longer turn around automatically after they pass over their opponents in midair. Basic attacks performed then often whiff (making special moves such as Akuma's Hyakkishu or Jill's Teleport ↗ valuable because they always face you in the correct direction). Additionally, whiffed air attacks are not cancelable into airdashes. This means characters cannot play "air footsies" by quickly doing whiffed super jump attacks dash-canceled into more air attacks.

Additionally, flight-capable characters don't stay airborne nearly as long as in previous titles, and characters who fly while super jumping can't call assists.

All this means is that *UMvC3* is played more at normal jump height and ground level, rather than up at super jump height. For most characters, controlling the ground is much more likely and valuable than controlling the air.

OVERCOMING BAD MATCHUPS

It is inevitable in a game with so much variance that some characters have the tools to utterly shut down others. But this does not make those matches, or other impossible-looking situations, hopeless. Bad matchups are disadvantageous on paper—we still play the matches after the select screen for a reason. But overcoming bad matchups and situations requires a certain mentality.

You must accept that a lot of the time, maybe even most of the time, you will not be allowed to do what you want to do. This often translates into being forced to guard, as the opposition pins your character with something like a beam character firing while calling Doctor Doom—β. For a character like Haggar, Tron, or Nemesis, this can be demoralizing. If you respond by flailing or panicking, throwing stuff at the wall to see if anything sticks, then you have no chance whatever beyond dumb luck.

Accepting that you have no obvious way to attack and no direct path to victory is what makes the match playable in the first place. In this case, simply super jumping forward while blocking is often the best, or even the only action possible. Now, that isn't why you picked those characters. Further, super jumping itself isn't the best idea for most characters—not everyone is mobile or possesses decent options at super jump height, and crossover assist calls and tag-outs become unavailable. But, we aren't talking about ideal circumstances to begin with. We are talking about finding the branch on the failure tree that doesn't break. Super jumping makes you vulnerable to air throws and cross-under cross-up antics, but it helps you interrupt your competitor's pinning attempts by repositioning all the characters. Perhaps your rival just reorients to a similar position and resumes attack, forcing you to block or try super jumping again. But, maybe you end up gaining ground and getting in range of your own character's options.

If the opponent reads your attempts to super jump over their offense, they may preemptively super jump themselves—a character like Iron Man can transition pretty easily between horizontal space control at ground height to horizontal space control at super jump height, after all. If you read their adjustment, you can dash forward instead of super jumping, and go for cross-under tricks or air throws of your own.

The key is to be patient and careful when going for your shot. After all, it's *MvC*, so with the right resources and team structure, one shot is often all it takes. Along those lines, if you do manage to earn your shot, don't let it go to waste! You must make your opportunities count, especially when they're so hard to come by.

In addition, *MvC* is a team game; a well-balanced team consists of characters that cover each other's weaknesses. For example, Chris has trouble against opponents who rain down projectiles from the air at a distance since he has no attack that aims upwards at an angle. However, pairing Chris with Strider effectively covers up this problem, as Strider—β Vajra homes in on even aerial adversaries. Any bad matchups that Chris has due to aerial challengers are suddenly not so bad anymore with the proper tools. Be sure to keep bad matchups in mind when deciding what team to use, which crossover assists to choose, and what order to place them in.

SET-UPS, MIX-UPS, AND THE HUMAN ELEMENT

Frequently, a player's strength is owed to not only their fighting game fundamentals, but also their set-ups and mix-ups. A well-crafted set-up sends your opponent a strong message: either guard or escape this set-up, or face a possible K.O. However, not all set-ups and mix-ups are created equal.

For example, if you are playing as Dark Phoenix, a typical set-up you can utilize is to perform TK Trap M as a new character is coming in after a K.O., then use Teleport M just as the trap is triggered for a cross-up. This set-up can be modified as follows: before a new character comes in, set TK Trap M, set TK Trap H (timed so that the character comes in a moment after it launches), and then perform Teleport M as TK Trap M is triggered. The core of both set-ups is basically the same: cross-up TK Trap M. Both set-ups also have the same end result: use the hitstun from the projectile to start a combo. However, the latter scenario has additional "smoke and mirrors" to confuse your foe. TK Trap H launches by itself without being triggered, and it is not actually meant to connect on the opponent. Instead, it is used to initiate a preemptive reaction out of them; in this case, holding ← to get their aerial guard ready. While they are preoccupied with worrying about TK Trap H, their reaction time to the real cross-up attack, TK Trap M, is decreased due to the ruse. A super jump can be added after setting TK Trap H to further confuse your competitor, since they can no longer see TK Trap M **or** their character as they enter the screen.

Another example involves a Doctor Doom mix-up in the corner. Using a guardstun-heavy crossover assist such as Amaterasu—β Cold Star holds the opponent in place while you are free to perform square jump air Ⓜ as an overhead. The set-up can be modified into: call Amaterasu—β, then perform two *empty* triangle jumps before performing square jump air Ⓜ. Normally, adversaries try to react to either square jump air Ⓜ or empty triangle jump crouching Ⓛ. However, by performing two empty triangle jumps first, the opponent is tricked into attempting to guard low, making them more susceptible to an overhead attack.

Both examples detail two set-ups for each character that are fundamentally the same. The difference is that the second variation of the set-ups have added layers of complexity—more than a mere high/low or left/right mix-up. With these set-ups, the opponent's eyes are diverted elsewhere, similar to when magicians use sleight of hand to distract the audience while the real trick goes unnoticed. The more layers of complexity added to a set-up, the more deceptive it can be.

However, complex set-ups are often slightly more difficult to perform. In the case of the Dark Phoenix set-up, you must either memorize the timing in which TK Trap M is going to trigger or use an audio cue to know when to perform Teleport M, since you are subject to the same ground-level blindness as your opponent during a super jump! With the Doctor Doom set-up, extra inputs are required for the two empty triangle jumps before square jump Ⓜ, and these must be performed as quickly as possible; these also introduce more chances to screw up with an execution error.

When crafting mix-ups, taking the easy road isn't necessarily the best choice. Take into account all the tools your character possesses so that you can make your set-up as tricky as possible, even if it requires more work and a higher level of execution than normal. Basic attacks and special moves that you might think have little use (such as Phoenix's TK Trap H) might prove to be useful in a specific set-up. In addition, the human element must be taken into consideration when creating a mix-up or set-up. Punish your opponent for being human; that is, take advantage of the fact that a well-crafted set-up or well timed cross-up cannot be reacted to with human reflexes. Although anticipation often heightens a competitor's reaction time, adding extra "fluff" to a set-up can throw your opponent off, hampering their ability to react in time and causing them to question their instincts. In essence, the strongest set-ups are designed to punish your rival for being human!

NEW

DOCTOR STRANGE

"ONE DOES NOT REQUIRE THE EYE OF AGAMOTTO TO SEE THIS OUTCOME."



Bio

REAL NAME
Stephen Vincent Strange

OCCUPATION
Sorcerer Supreme, former physician

ABILITIES
One of the most powerful sorcerers in existence. Powers include astral manipulation, astral projection, teleportation, illusions, and more.

WEAPONS
Utilizes a variety of magical items, such as the Eye of Agamotto and the Cloak of Levitation.

PROFILE
Having studied under the tutelage of the Ancient One, Strange became the Earth's greatest sorcerer and hero. Having gained superior insight and knowledge through his studies, as well as obtaining valuable knowledge and consultation from other heroes, Strange acts as a consultant for all things related to the paranormal.

FIRST APPEARANCE
Strange Tales #110 (1963)

POWER GRID

- 4 INTELLIGENCE
- 2 STRENGTH
- 2 SPEED
- 3 STAMINA
- 6 ENERGY PROJECTION
- 3 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

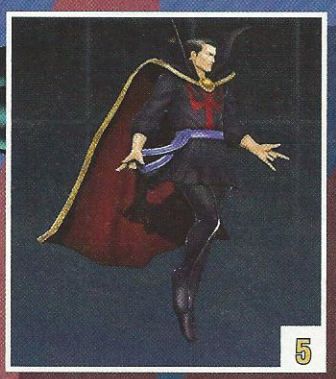
ALTERNATE COSTUMES



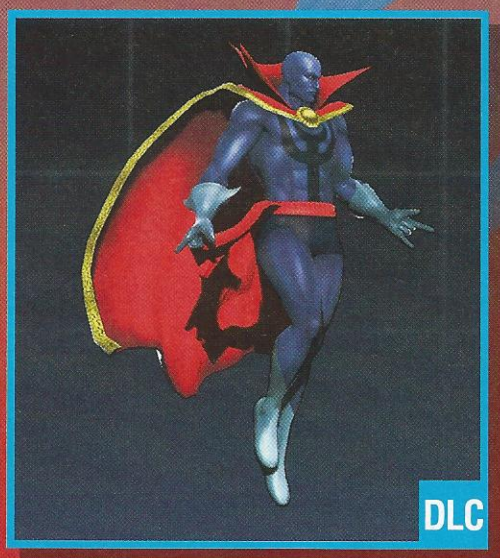












Overview

Vitality	**850,000**
Chain Combo Archetype	**Marvel Series**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	170%	130%

Unlike a purely offensive or defensive character, your goal with Doctor Strange is to create situations where you can perform his special moves unimpeded. In other words, you need to buy time.

When given time, you can perform several attacks with Doctor Strange that can lead into a Teleportation mix-up:

- **Eye of Agamotto is great defensive tool and a key component of his mix-ups. It places Strange's opponent in guardstun for a huge amount of time and inflicts sizeable chip damage**
- **Daggers of Denak M has slow startup speed but allows for tricky Teleportation mix-ups when safely pulled off**
- **Finding time to create Grace of Hoggoth L orbs allows for an unavoidable mix-up using Flames of the Faltine**
- **Cross-ups using crossover assists and Teleportation M are nearly impossible for adversaries to see coming, as long as you have time for Strange to safely teleport**

How do you buy time to set up Doctor Strange's Teleportation mix-ups?

- **Impact Palm and Mystic Sword L lead to big damage when they connect, making competitors think twice about approaching on the ground**
- **Mystic Sword M projectiles are quick and difficult to stop, allowing Doctor Strange to fight from long range, control the ground, and force his rival to jump**
- **Once opponents have taken to the skies, air ← + Ⓗ option-selects to either air throw the foe or release an air Ⓗ attack that can be converted into a big combo**
- **Teleportation M and H can be used to evade attacks and create space away from the attacker**
- **Crossover assists are great for tying up the opponent long enough to let Doctor Strange safely set up a mix-up**

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	45,000	360	4	3	20	-10	-11	Chains into crouching L
2	Standing M	1	53,000	424	6	3	30	-15	-16	—
3	Standing H	1	70,000	560	8	4	35	-16	-17	—







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	43,000	344	5	2	17	-6	-7	—
2	Crouching M	1	50,000	400	8	5	25	-13	-14	—
3	Crouching H	1	68,000	544	9	4	27	—	-9	Low attack, knocks down







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	75,000	600	8	5	38	—	-21	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	48,000	384	5	8	15	+11	+10	Overhead attack
2	Air M	1	58,000	464	7	3	25	+16	+15	Overhead attack
3	Air H	1	68,000	544	8	3	34	+18	+17	Overhead attack







Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	73,000	584	9	4	28	+18	+17	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ⇧ + (S) (during launcher combo)	2	105,00	880	8	4	39	—	—	Tags in next available ally while lofting opponent upward
3	Air ⇨ or ⇦ + (S) (during launcher combo)	2	95,000	800	8	6	33	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⇩ + (S) (during launcher combo)	2	95,000	800	9	4	28	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar









Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Illusion	⇦ + (H)	—	—		4	21	1	—	—	Teleports if contact is made with non-low physical attacks, not applicable to hyper combo attacks, not special- or hyper combo-cancelable
2	Illusion Teleport	—	—	—	—	1	10	15	—	—	Frames 1-20 invincible
3	Impact Palm (in air OK)	⇨ + (H)	1	75,000	600	6	5	35	—	-18	Crumples rival







Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + (H) (ground)	1	80,000	800	1	1	Hard knockdown
	⇦ + (H) (ground)	1	80,000	800	1	1	Hard knockdown
2	⇨ + (H) (air)	1	80,000	800	1	1	Hard knockdown
	⇦ + (H) (air)	1	80,000	800	1	1	Hard knockdown





As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Doctor Strange—α	Spell of Vishanti	Daggers of Denak M	3	50,000 x 3	400 x 3	55	—	106	76	3 projectiles become active after 45 frames, each projectiles have 3 low priority durability points each, aim toward foe's current location
2	Doctor Strange —β	Spell of Vishanti	Eye of Agamotto	10	97,300	1200	49	—	112	82	Projectile lasts 120 frames, beam durability: 10 frames x 1 low priority durability points
3	Doctor Strange —γ	Spell of Vishanti	Bolts of Balthakk	2	60,000 x 2	480 x 2	43	15(29)15	139	109	First hit staggers, 2 projectiles with 8 low priority durability points each







Doctor Strange—β Eye of Agamotto assist is great for any team: the projectile keeps the opposing character in an enormous amount of hitstun and guardstun, allowing offensive characters to easily keep momentum and establish mix-ups. Defensive characters can use this assist to escape danger while the huge orb takes up space on the screen for almost two seconds!

Doctor Strange—α Daggers of Denak is a great all-purpose assist, as well: it's able to attack characters anywhere on the screen, making it useful for long range fights. It hits only three times thus causing less damage scaling in combos, making it a natural fit for characters who can cross up the competitor with teleports or rapid movement.

Doctor Strange—γ Bolts of Balthakk isn't recommended. While it is an unusual beam assist that fires twice, most characters can crouch directly under the beams, making it impractical to use effectively against the majority of the cast.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↙←+ P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	3	37	—	-18
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Daggers of Denak L (in air OK)	↓↙→+L	1	50,000	400	11	—	34 (air: until grounded)	—	—	Projectile active after 15 frames, aims toward foe's current location , projectile has 3 low priority durability points
2	Daggers of Denak M (in air OK)	↓↙→+M	3	50,000 x 3	400 x 3	31	—	29 (air: until grounded)	—	—	3 projectiles active after 45 frames, each projectile has 5 low priority durability points, aim toward opponent's current location
3	Eye of Agamotto (in air OK)	↓↙→+H	10	97,300	1200	31	—	14 (air: until grounded)	+53	+52	Can be sent toward adversary using Impact Palm, has homing capabilities once sent, Eye of Agamotto disappears if Doctor Strange gets hit or creates another one, beam durability: 10 frames x 1 low priority durability points, active for 120 frames
4	Mystic Sword L	→↓↙+L	3	50,000 x 3	400 x 3	8	3(1)4 (8)4	18	—	0	Knocks down
5	Mystic Sword M	→↓↙+M	2	50,000 + 80,000	400 + 640	11 (projectile: 13)	4	36	-15	-16	Projectile has 8 low priority durability points
6	Mystic Sword H	→↓↙+H	2	50,000 + 80,000	400 + 640	11 (projectile: 13)	4	36	-15	-16	Projectile has 8 low priority durability points
7	Grace of Hoggoth L (in air OK)	↓↗←+L	—	—	—	26	—	14	—	—	Increases strength of Flames of the Faltine on contact
8	Grace of Hoggoth M (in air OK)	↓↗←+M	—	—	—	26	—	14	—	—	Explodes on contact with Flames of Faltine
9	Flames of the Faltine (in air OK) (empty)	↓↗←+H	1	50,000	400	12	—	18	+4	+3	Projectile has 3 low priority durability points
10	Flames of the Faltine (Grace of Hoggoth L 1) (in air OK)	↓↗←+H	1	80,000	640	—	—	—	—	—	Projectile has 5 low priority durability points

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
11	Flames of the Faltine (Grace of Hoggoth L 2) (in air OK)	↓↙←+H	1	100,000	800	—	—	—	—	—	Projectile has 8 low priority durability points
12	Flames of the Faltine (Grace of Hoggoth L 3) (in air OK)	↓↙←+H	1	130,000	1040	—	—	—	—	—	Projectile has 10 low priority durability points, crumples
13	Flames of the Faltine (Grace of Hoggoth M) (Explosion)	—	1	90,000	720	—	—	—	—	—	OTG-capable, explosion has 3 low priority durability points, lasts 20 frames
14	Flight (in air OK)	↓↙←+S	—	—	—	22	—	—	—	—	Lasts 99 frames, input command again to cancel flight
15	Teleportation L (in air OK)	←↓↙+L	—	—	—	11	—	19	—	—	—
16	Teleportation M (in air OK)	←↓↙+M	—	—	—	11	—	19	—	—	—
17	Teleportation H (in air OK)	←↓↙+H	—	—	—	11	—	14	—	—	—
18	Bolts of Balthakk	ATK+S	2	60,000 x 2	480 x 2	19	15(29) 15	14	-6	-7	First hit staggers, 2 projectiles with 8 low priority durability points each


1



2

Daggers of Denak: The Daggers of Denak are projectiles that hover in the air before homing in on the target. The L version fires a single projectile that pauses in the air momentarily before flying toward an opponent's current location.

The M version fires three projectiles that pause in the air for much longer before flying out. The gap before the daggers fly toward your competitor is long enough to use Teleportation M to position Doctor Strange behind his foe before the daggers hit, creating a cross-up situation. The M version takes substantially more time for Doctor Strange to recover, so generally, you'll have to call a crossover assist first to cover him.

The Daggers of Denak usually miss if your adversary is in the air and far away, so make sure your opponent is on the ground before you fire them off. Also, the M version disappears if Doctor Strange is hit before the daggers make contact with his rival, so make sure Doctor Strange is relatively safe before performing the attack.

Be careful when using the Daggers of Denak in the air, since Doctor Strange is vulnerable after performing the attack until he touches the ground! Use aerial Daggers of Denak L from fullscreen to protect Doctor Strange, or use them to punish projectiles from fullscreen — jump over your opponent's projectile, then send Daggers of Denak L back their way!

Eye of Agamotto: Doctor Strange creates a large projectile that sits in place for 120 frames (two seconds), hitting the opposition 10 times. The Eye of Agamotto is one of the focal points of Doctor Strange's gameplan—having one in play almost guarantees control of the match for the next few moments, and the move allows you to set up offense with the good Doctor while dealing heavy chip damage to the opposing character. The existence of an Eye of Agamotto on the screen can hinder the advance of offense based competitors, giving you time to create space and remove Strange from a dangerous attacker or prepare your own offense.


3


4

Mystic Sword L: This attack creates a quick flurry of three attacks in front of Doctor Strange and is most useful in combos against airborne opponents; if it hits, the opposing character is left in hitstun long enough for you to dash in and continue your combo! You can also use Mystic Sword L to make Doctor Strange's basic attacks safe against larger characters. Canceling into Mystic Sword L is completely safe against large characters and inflicts 45,000 points of chip damage. However, smaller characters can crouch under the second and third hits, making it incredibly unsafe when used against them.

When the Eye of Agamotto projectile is hit with Doctor Strange's Impact Palm, the projectile slowly homes in on the target, making it great for mix-ups using Teleportation. This actually creates a brand new Eye of Agamotto projectile with 10 more hits; with proper timing, you can hit your opponent with 20 hits of Eye of Agamotto for 90,000 points of chip damage! The projectile loses hits the farther it travels, reducing guardstun and hitstun.


5


6


7


8

Mystic Sword M and H: These quick projectiles are Doctor Strange's only traditional projectile attacks. Mystic Sword M is a solid long range attack tool and also has 8 low priority durability points for use in firefights against other long range characters who have trouble outputting as many durability points. It's also typically the safest way to cancel guarded basic attacks, since no characters can crouch under it and are pushed too far away to counter-attack during the attack's recovery. Mystic Sword H is an upward-angled projectile primarily used against other long range characters who can attack from super jump height, such as Trish, Firebrand, and Morrigan.

Grace of Hoggoth: Doctor Strange sets down orbs that interact with the Flames of the Faltine projectile. Up to three can be in play at any given time, and creating a new one while three are already out destroys the oldest one.

The yellow orbs created by Grace of Hoggoth L power up the projectile, giving it increased speed, hitstun, and damage. Two yellow orbs are sufficient to make the projectile fast enough to be unavoidable in most cases, and they cause enough hitstun to convert any stray hit into a combo. Three orbs changes Flames of the Faltine into a beam that causes crumple stun on hit. Having yellow orbs available greatly enhances Doctor Strange's mix-up potential, and the orbs comprise a significant part of his offense.

Grace of Hoggoth M creates red orbs that do not directly power up Flames of the Faltine. Instead, the red orbs create a high-damage explosion when hit by the projectile, making them primarily a combo tool.

Both orbs allow for OTG combos: yellow orbs cause the projectile itself to become OTG-capable, while red orbs create an OTG-capable explosion, so you can use each in different situations.




9


10


11


12


13

Flames of the Faltine: This move fires a projectile with extremely fast recovery that most characters can duck under, and only one can be in play at a time. However, if any Grace of Hoggoth orbs are in play, Flames of the Faltine instead seeks out the nearest one. Once the projectile hits an orb, the projectile looks for another orb, and if no other orbs are available, it directs itself toward your adversary's current location! Flames of the Faltine becomes a very powerful attack when powered up by Grace of Hoggoth L orbs, and you can use it to create unavoidable mix-ups!


14


15


16



17

Flight: Activating flight mode with Doctor Strange doesn't come with the usual benefits: having no airdash, you cannot use airdash cancels to make him fly across the screen quickly, and he is still completely vulnerable after using Daggers of Denak or Eye of Agamotto in the air. You should mainly use flight alongside Impact Palm to squeeze a bit more damage out of corner combos.

Teleportation: The source of Doctor Strange's offense, Teleportation M makes the Doctor appear behind his opponent in an instant. When used with slow, homing projectiles like Daggers of Denak M, Eye of Agamotto, or Flames of the Faltine (boosted by yellow orbs), Strange can put his competitor in a cross-up mix-up at almost any time without the use of an assist!

Teleportation L puts Doctor Strange on the ground directly in front of the opposing character, Teleportation M places him behind his rival, and Teleportation H positions Strange in the air directly above his adversary. You can also perform Doctor Strange's Teleport in the air, giving him great aerial mobility without needing airdashes or double jumps. Teleport is also useful defensively—you can use Teleportation M or H to evade incoming opponents and get Strange away from the corner. One drawback to Teleportation M is that when your attacker is in the corner, the maneuver instead places Doctor Strange directly in front of his foe, preventing you from crossing up the opposing character with Eye of Agamotto or Daggers of Denak.


14

Bolts of Balthakk: This move fires two consecutive beams—the first causes a stagger, and the second combos off the first and leaves your rival standing. Its relatively fast startup for a beam makes it useful for long range firefights, but it's only useful in certain situations because most characters can crouch under both beams.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Spell of Vishanti (in air OK)	↓↙←+ ATK ATK	10~20	264,200~ 317,400	10+1	30	45 (air: until grounded)	-17	-26	OTG-capable, appears directly under foe's current location, can be mashed for additional hits/damage, beam durability: 5 frames x 3 high priority durability points
2	Seven Rings of Raggador	↓↖←+ ATK ATK	—	—	15+1	25	19	—	—	Frames 1-15 invincible, activate beam attack when struck by projectile or beam
3	Seven Rings of Raggador (Beam)	↓↖←+ ATK ATK	15~30	300,000~ 360,000	11	65	39	—	-24	Knocks down, frames 1-114 invincible, can be mashed for additional hits/damage, beam durability: 15 frames x 1 high priority durability point
4	Astral Magic (Level 3 Hyper Combo)	→↓↘+ ATK ATK	1	450,000	10+1	30	49	—	-57	Frames 1-33 invincible, hard knockdown, projectile has 3 high priority durability points


1

Spell of Vishanti: This move quickly appears directly under an opponent's current location and creates a pillar of light that starts hitting within 11 frames. You can also perform Spell of Vishanti in the air, which lets you use it to reactively hit your competitor out of almost anything! However, Spell of Vishanti is very unsafe if guarded, and the air version is really unsafe because Doctor Strange does not recover until he touches the ground, so make sure the hyper will hit before firing it off.

You can also mash Spell of Vishanti for additional damage, making it an excellent move for punishing whiffed attacks. It is also OTG-capable, so most combos with Doctor Strange conclude with this hyper.


2



3

Seven Rings of Raggador: This is a unique hyper combo that functions as a counter for projectiles only. If successfully triggered, Doctor Strange fires a retaliatory beam while being completely invulnerable, and the beam can be mashed for additional damage. Unfortunately, Seven Rings of Raggador is generally only effective against hyper combo projectiles because the earliest the beam can hit an opponent is 27 frames, so normal projectiles typically have recovered by the time the beam is fired.


4

Astral Magic: This fully invincible level 3 hyper combo fires a slow projectile that causes huge unscaled damage if it hits the target. Doctor Strange is fully invincible for 33 frames after casting Astral Magic, making it an excellent tool for countering aggressive opponents or for countering heavily telegraphed attacks. After Astral Magic has finished, the opposing character is placed in hard knockdown state, allowing you to tack on Strange's Spell of Vishanti for additional damage. Astral Magic is incredibly unsafe if blocked, so only use it in situations where it's guaranteed to hit.

Battle Plan



Doctor Strange has several ways to cross an opponent up with projectiles using Teleportation M.



After using Grace of Hoggoth L, you can set up a Teleportation mix-up even during a super jump!

From fullscreen, Doctor Strange is at his strongest, and you generally have time for at least one action before your opponent can close the distance. From full screen, using Eye of Agamotto is recommended; once the projectile is in play, the opponent either must play passively until it's gone or find a way to get behind Doctor Strange. What you do here depends on the range:

If your competitor is already guarding Eye of Agamotto, call a crossover assist simultaneously with Impact Palm, then cancel to Daggers of Denak M

If your rival is barely out of range of the Eye of Agamotto, simply hit with Impact Palm and immediately cancel into Teleportation M or H

From medium range, simply cancel Impact Palm into Daggers of Denak M

From long range, call a long range crossover assist before using Grace of Hoggoth L, then perform Eye of Agamotto again. Repeat until your opponent gets closer

Whenever the ground version of Daggers of Denak M can safely be summoned into play at medium range, you can easily set up a mix-up—simply summon the projectiles, then immediately use Teleportation M to cross-up your opponent, or Teleportation H to stay in front. If your adversary guards in the wrong direction they'll get hit by the daggers, allowing you to easily transition into a combo!

With at least one Grace of Hoggoth L orb out, Flames of the Faltine also sets up its own mix-up. To make up for the requirement of having orbs in play, Flames of the Faltine can be used to set up a mix-up at super jump height, and it reliably hits adversaries jumping around. Simply fire the projectile, then use Teleportation M or H right before the redirected projectile is going to hit the opposing character. Having two or three yellow orbs out is preferred; when the Flames of the Faltine projectile is powered up twice, it becomes nearly impossible for your competitor to avoid. It also causes much more hitstun, since an opponent getting hit out of the air remains stuck in hitstun all the way until hitting the ground, giving plenty of time for you to convert the hit into a juggle combo.

Long range crossover assists are a simple, fast, and unpredictable way to set up a mix-up: simply call the assist and immediately teleport! This is reason enough to team Doctor Strange up with strong projectile assists like Doctor Doom—α or Rocket Raccoon—α because these assists allow you to create a Teleportation M mix-up without creating a set up for a mix-up with Daggers of Denak M or Eye of Agamotto.



Jumping into the air and pressing ⇦ + H is a strong option-select: you'll either get an air throw or air H. If air H hits, you can easily react and cancel into Impact Palm to start a combo!



Impact Palm is fast and has a great hitbox in front of it; use it to stop attackers from dashing in.

Doctor Strange's offense hinges on your ability to mix-up your opponent by using Teleport M while a crossover assist's attack or his own magical tools strike from where he used to be. Unfortunately, performing Daggers of Denak M and Eye of Agamotto take time, and if Doctor Strange is hit while performing these attacks, not only do they not appear, but he stands to sustain significant damage. As such, when using Doctor Strange, creating the chance to safely summon these attacks is as important as hitting your target with them.

The most consistent way to gain control of a match at medium range is to use crossover assists: simply making contact with an assist gives Doctor Strange enough time to use Daggers of Denak M or Eye of Agamotto. Recognize when the opponent will be forced to guard an assist's attack and react by immediately casting one of these two spells! Afterward, your rival will be in the perfect range for an immediate mix-up!

Without the immediate aid of a crossover assist you often won't have enough time to use Eye of Agamotto or Daggers of Denak M; competitors can react to the start-up of these moves and punish Doctor Strange with a combo. Instead, pressure your opponent into taking to the air by using Mystic Sword M. Once your adversary is in the air, meet them in the air with ⇦ + H; you'll either get an air throw or air H. If air H hits your foe, cancel into air Impact Palm for a combo; see the Combo Usage section for details. If the attacks are guarded, come down on the target with air S while simultaneously calling a crossover assist. Once on the ground, the opposing character is forced to block, giving you the chance to call a crossover assist and perform a Teleportation mix-up.

If you don't have enough time to use Mystic Sword M, things get a little dicey. Against opponents approaching on the ground, sticking out Impact Palm is great for interrupting their attack and starting a combo. Press ⇨ + H and see what happens:

If Impact Palm is guarded, call a crossover assist before using Mystic Sword M; almost everything else is unsafe. Alternatively, perform a late chain cancel to the S launcher to catch adversaries trying to retaliate. The S launcher is incredibly unsafe, so this tactic is best used sparingly

If Impact Palm hits, cancel to Mystic Sword L, then dash forward to get a full combo

If the Impact Palm whiffs completely, cancel to Mystic Sword M to prevent your competitor from dashing in and hitting Doctor Strange with a combo

Against opponents approaching from the air, Doctor Strange has a few strong options besides the aforementioned air ⇦ + H. Standing L only has 4 frames of startup and has a displaced attacking hitbox far in front of Doctor Strange, making it a strong anti-air against rivals approaching at a slightly low angle. Impact Palm works great against aerial attacks coming at extremely low angles that would make contact at chest-level or lower. Strange can stop attackers coming in from directly above with crouching M, but in this case, sticking to air throws is preferable.

One of the best ways to prevent your opponent from coming in is with Spell of Vishanti; evade incoming attacks by jumping or Teleportation, then punish their recovery with the powerful hyper combo.



You can't use Strange's Teleportation M to get behind cornered opponents, severely limiting his offensive capabilities. You have to resort to a good old-fashioned crouching L or throw mix-up to force damage quickly.



If you have more time to work with, try keeping your rival pinned in the corner with Eye of Agamotto and crossover assists.

While Doctor Strange's midscreen offense is strong, his offense comes to a screeching halt when his foe has been pushed into the corner. Doctor Strange cannot teleport behind cornered opponents using Teleportation M, and crouching H is his only low-hitting attack. Furthermore, he cannot setup particularly effective or fast overheads, allowing cornered competitors to easily guard and prepare their counterattack. So, you must rely on different methods of attack in order to break the defenses of a cornered adversary.

If you must force damage quickly, perform a simple crouching L or throw mix-up—stagger the timing on crouching L attacks to prevent your opponent from using advancing guard or pressing buttons, or mix in a throw after one or two crouching L attacks, then tack on a Spell of Vishanti after the throw for some quick damage.

If you think the opposing player may try to break the throw, cancel crouching L into Teleportation H: your rival will whiff a standing H attack instead of breaking the throw, allowing Doctor Strange to drop down so you can land a big combo!

If there's plenty of time left on the clock to work with, try concentrating on chipping your foe with Eye of Agamotto instead. Keeping a steady offense going using Eye of Agamotto and crossover assists stacks up chip damage quickly, forcing your opponent to make a move that you can counter for big damage.



COMBO USAGE

I. CR. L, ST. H, → + H CANCEL ↓↙←+M, ↓↙←+M, ↓↙←↖+H, AIR →+H, LAND, ST. M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H, S, LAND, ↓↘→+ATK ATK, MASH ATK

644,300 damage, 4% meter gain

This combo relies on the crumple stun of Impact Palm, but it only works against opponents who aren't already in the air and are very close, since challengers in the air cannot be crumpled.

After laying down the two Grace of Hoggoth M orbs, perform a low-altitude air Flames of the Faltine by inputting ↓↙←↖+H. This lets you tack on an additional air Impact Palm on the way down for some extra damage!

This combo uses four Impact Palms, which are fast and unaffected by hitstun scaling; Impact Palm always causes 35 frames of hitstun against an airborne character, no matter how many hits are in the combo, letting you do some long, damaging combos with the Sorcerer Supreme!

All of Doctor Strange's basic attacks are unsafe if guarded; perform the first two attacks, and verify the hits. If hit, a late chain cancel to Impact Palm still connects, so you can cancel into Grace of Hoggoth M on reaction. If guarded, delay the chain to Impact Palm while simultaneously using a crossover assist to keep safe and maintain pressure. Alternatively, after calling a crossover assist, cancel to Teleportation M to cross up your adversary and create an opportunity for additional offense!

II. ST. L, H, →+H CANCEL →↓↘+L, DASH, →+H, S CANCEL SUPER JUMP FORWARD, AIR H, →+H CANCEL ←↓↙+M, ST. L, M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H, S, LAND, ↓↘→+ATK ATK, MASH ATK

631,300 damage, 12% meter gain

This combo is used generally when using Teleportation cross-ups or in other situations when you cannot crumple your rival, such as when they're in the air.

Doctor Strange's standing L has only 4 frames of startup and also has a large displaced hitbox in front of him, making it good anti-air against low-angled aerial attacks. If your standing L hits, you can go straight into this combo to punish your opponent for jumping with big damage!

When cancelling Impact Palm into Mystic Sword L, wait a moment to allow your foe to get lower to the ground to connect with all hits and ensure maximum damage in this combo.

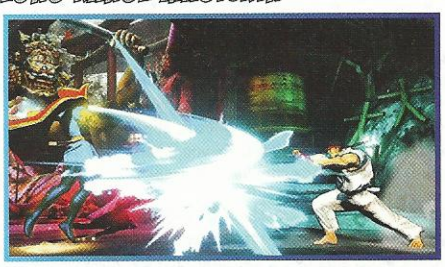
III. (AGAINST AIRBORNE OPPONENT) JUMP FORWARD, H, →+H, DELAYED S, LAND, ST. M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H CANCEL ←↓↙+M, ST. L, M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H, S, LAND, ↓↘→+ATK ATK, MASH ATK

632,600 damage, 11% meter gain

This is an air to air combo starting from option-select air throw attempt. When jumping, option select with ←+H; either your opponent is thrown and you can combo with Spell of Vishanti, or air H comes out. If air H comes out, continue chaining to Impact Palm and the delayed S; if the H hits, you can continue on to the full combo for huge damage, and if it's blocked, you can keep your adversary blocking onto the ground, where you can set them up for a mix-up with Daggers of Denak H and Teleportation M or H!

ADVANCED TACTICS

LONG RANGE MAGICKIN'



Mystic Sword M is fast and has 8 low priority durability points, which is great for long range firefights!

While Doctor Strange has access to many projectiles, many of them disappear before they have the chance to attack an opponent when he is hit. This makes them difficult to use in a long range firefight. In situations where you need to attack an adversary at a distance, Mystic Sword M is a valuable tool that can shut down many characters' long range attacks. Mystic Sword M has 8 low priority durability points, which is enough to overpower several characters' projectiles.

Projectiles that can overpower Mystic Sword M are typically slow and have a lot of recovery, like Iron Man's Unibeam, Doctor Doom's Plasma Beam, or any projectile hyper combo. Counter these by hyper combo canceling Mystic Sword M into Seven Rings of Raggador, which counters projectiles by destroying them and firing a high-powered beam at the target!

If you absolutely can't win the long range game with Mystic Sword M, use Teleportation H to drop Doctor Strange on the opposing character's head with a big combo during the recovery of their projectile. However, this tactic is risky, and opposing players can counter it with an air throw.

For quick damage against a projectile-thrower, jump over their projectile and send back your own Daggers of Denak L, which homes in on the foe and flies over most projectiles.

You can also use projectile wars to your advantage by using Strange's Grace of Hoggoth during a super jump. If your opponent doesn't move in to come after Doctor Strange, create one yellow orb, fire Flames of the Faltine, then use Teleportation M or H to start a quick mix-up using the powered-up projectile.



IV. (OPPONENT IN CORNER) CR. L, ST. H, → + H CANCEL ↓↙←+M, ↓↙←+S, FLY DOWN-FORWARD SLIGHTLY, AIR H, →+H, S, LAND, JUMP FORWARD, AIR M, H, →+H, DELAYED S, LAND, ST. M, H, →+H, S CANCEL SUPER JUMP, AIR M, M, H, →+H, S, LAND, ↓↙←+H, →+H, S CANCEL SUPER JUMP, AIR H, →+H, S, ↓↘→+ATK ATK, MASH ATK

684,100 damage, 43% meter gain

Doctor Strange can score big damage with this corner combo that uses the OTG-capable properties of Grace of Hoggoth M. After Flames of the Faltine hits a red orb, the explosion caused can OTG opponents, allowing this combo to work. Notice that this combo has seven Impact Palms! Doctor Strange is gunning for Magneto in the "I use one move a dozen times in the same combo" department.

V. CR. L, ST. H, →+H CANCEL ↓↙←+M, ↓↙←+M, ↓↙←↖+H, AIR →+H, LAND, ST. M, H, →+H, →↓↘+ATK ATK, ↓↘→+ATK ATK, MASH ATK

1,026,600 damage, 333% meter loss

The Astral Magic level 3 hyper combo is unaffected by damage scaling and leaves the target in a hard knockdown state. Use this combo when you absolutely need to knock out an adversary, no matter the cost in meter. You can get even more damage to finish off high-health rivals by tacking on an extra Spell of Vishanti at the end of the combo!

VI. CR. L, ST. H, →+H CANCEL ↓↙←+M CANCEL X-FACTOR, ↓↙←+M, ↓↙←+M, ↓↙←+H, ST. M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, H, →+H CANCEL ←↓↙+H, {ST. H, →+H, S CANCEL SUPER JUMP FORWARD, AIR H, →+H CANCEL ←↓↙+M} X3, {→+H, S CANCEL SUPER JUMP, AIR →+H CANCEL ←↓↙+M} X2, →+H, S CANCEL SUPER JUMP, AIR →+H, S

1,371,800 damage, 267% meter gain

When Impact Palm is combined with the extra speed from X-Factor, you can loop Doctor Strange's Impact Palms indefinitely until X-Factor runs out, inflicting well over 100% damage against any character in the game without using any meter!

COMBO APPENDIX

GENERAL EXECUTION TIPS

Impact Palms on the ground create a ridiculous amount of hitstun; delay canceling into Mystic Sword L or S launcher to allow your opponent to drop a little lower

Successfully juggling a standing L after hitting air Impact Palm into Teleportation M has a two-frame window; there's nothing that can help here besides practice!

A timing aid to get all 10 hits out of Eye of Agamotto before using Impact Palm: time the →+H right when Doctor Strange says the "mo" in "Agamotto". Mo' Agamotto, *less* problems.

THROW OR AIR THROW, ↓↘→+ATK ATK, MASH ATK

Notes	Damage
Simple combo from any throw	381,500 damage, 92% meter loss

CR. L, H, →+H CANCEL →↓↘+L, DASH FORWARD, ST. H, →+H, DELAYED S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H CANCEL ←↓↙+M, ST. L, M, H, →+H, DELAYED S CANCEL SUPER JUMP, AIR M, M, H, →+H, S, LAND, ↓↘→+ATK ATK, MASH ATK

Notes	Damage
Alternate combo that works against both airborne and grounded adversaries	626,000 damage, 8% meter gain

P1 or P2, ←↓↙+M, ST. L, H, →+H CANCEL →↓↘+L, DASH, →+H, S CANCEL SUPER JUMP FORWARD, AIR H, →+H CANCEL ←↓↙+M, ST. L, M, H, →+H, S CANCEL SUPER JUMP FORWARD, AIR M, M, H, →+H, S, LAND, ↓↘→+ATK ATK, MASH ATK

Notes	Damage
Beam cross-up combo using Doctor Doom—α	496,800 damage, 15% meter gain

(OPPONENT IN AIR) CR. M, S CANCEL SUPER JUMP CANCEL ←↓↙+H, AIR H, →+H CANCEL ↓↙←+H CANCEL ↓↘→+ATK ATK, MASH ATK

Notes	Damage
Combo from anti-air crouching M, super jump cancel S into Teleportation H	490,900 damage, 75% meter loss

NEW

GHOST RIDER

"I WOULD PRAY NOW. A LOT."

Bio

REAL NAME

Jonathan "Johnny" Blaze

OCCUPATION

Former Stuntman

ABILITIES

Can summon Hellfire, and is a world-class motorcyclist. Anyone who falls victim to his Penance Stare will experience first-hand all the pain and suffering they have inflicted on others.

WEAPONS

Enchanted Chain, Hell Bike

PROFILE

Bonded to the demon Zarathos through Mephisto's manipulations, Ghost Rider can project and control Hellfire. He manipulates mystical chains that can transform into other weapons.

FIRST APPEARANCE

Marvel Spotlight #5 (1972)



POWER GRID

- 2 INTELLIGENCE
- 4 STRENGTH
- 2 SPEED
- 5 STAMINA
- 4 ENERGY PROJECTION
- 2 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	**1,000,000**
Chain Combo Archetype	**2-Hit Limited**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

Ghost Rider specializes in long range fighting. Many of his basic attacks and special attacks reach just short of fullscreen, and his most damaging combos are performed from a distance. When playing as Ghost Rider, your main objective is to keep your opponent at a distance, with the secondary goal of cornering your adversary. With a good understanding of Ghost Rider's ranged attacks and enough patience, you can defeat enemies without them ever reaching melee range. Why these two goals?

- **Ghost Rider's most damaging combos start from the long-reaching standing Ⓗ, Ⓗ attack sequence. You can perform entire combos off standing Ⓗ from across the screen**
- **Ghost Rider's chains are not an extension of his body and therefore cannot be traded with**
- **Most of Ghost Rider's tools are designed for long-distance fighting**
- **Combos started from close range are often weaker than their long range counterparts**
- **Ghost Rider has no attacks that reach fullscreen besides his hyper combos. A cornered opponent cannot retreat, ensuring that Ghost Rider is always within attack range while maintaining a safe distance**

How can you achieve these goals?

- **Using the massive range and hitstun/guardstun of standing Ⓗ, Ⓗ to threaten adversaries at mid to long range**
- **Utilizing air Ⓢ both offensively as an instant overhead and defensively as a means to cover a retreat**
- **Creating breathing room from overly aggressive competitors with ← + Ⓗ**

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	55,000	440	7	3	12	+1	-1	—
2	Standing M	1	75,000	600	10	3	16	+2	0	—
3	Standing H	1	90,000	720	15	4	27	-5	-7	—







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	45,000	360	7	3	13	0	-2	Low attack
2	Crouching M	1	80,000	640	12	4	15	+2	0	—
3	Crouching H	1	80,000	640	17	4	28	—	-8	Low attack, knocks down







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	100,000	800	15	6	25	—	-7	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	55,000	440	7	3	16	+14	+12	Overhead attack
2	Air M	1	78,000	624	10	5	23	+18	+16	Overhead attack
3	Air H	1	90,000	720	17	3	31	+21	+19	Overhead attack









Air SpecialAttacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guard	Notes
1	Air (S)	3	128,600	1200	15	10	36	+21	+18	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ⇧ + (S) (during launcher combo)	2	105,00	880	17	6	28	—	—	Tags in next available ally while lofting opponent upward
3	Air ⇨ or ⇦ + (S) (during launcher combo)	2	95,000	800	10	5	23	—	—	Tags in next available ally while causing wall bounce, steals 1 hyper meter bar from foe
4	Air ⇩ + (S) (during launcher combo)	2	95,000	800	15	10	36	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar





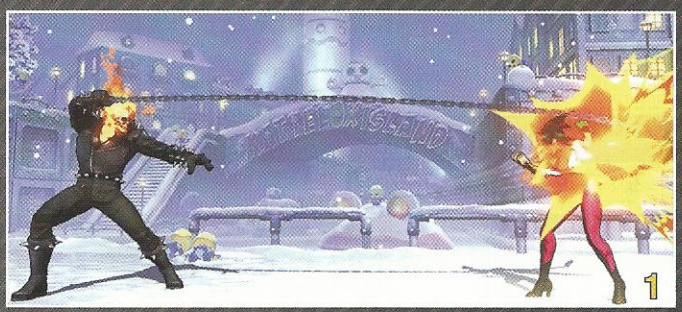




Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Rage Whip	(during standing (H) on contact) (H)	1	95,000	760	5	3	18	+5	+3	—
2	Heartless Spire	⇦ + (H)	3	94,800	840	15	—	25	+6	+4	OTG-capable, beam durability: 3 frames x 5 low priority durability points, projectile active for 32 frames, not special- or hyper combo-cancelable

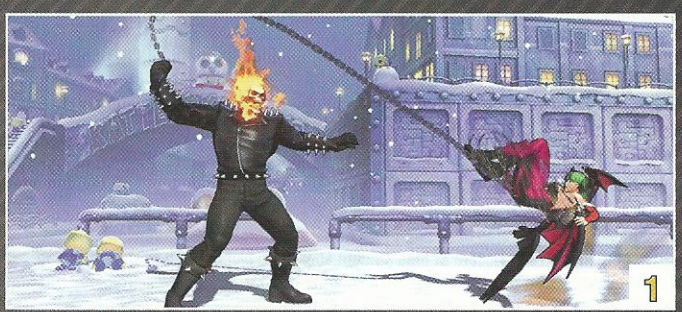


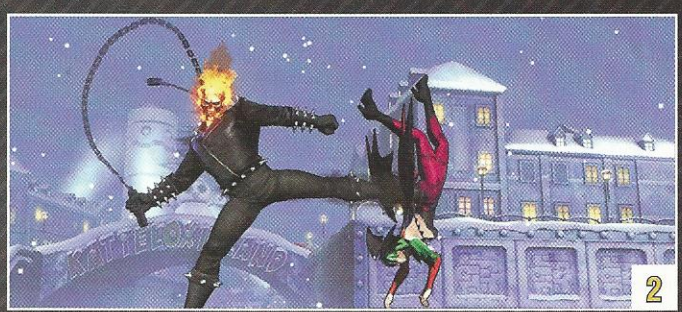


Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + (H) (ground)	2	80,000	800	1	1	Hard knockdown
	⇦ + (H) (ground)	2	80,000	800	1	1	Hard knockdown
2	⇨ + (H) (air)	2	80,000	800	1	1	Hard knockdown
	⇦ + (H) (air)	2	80,000	800	1	1	Hard knockdown





As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Ghost Rider—α	Hellfire Maelstrom	Chain of Rebuttal	3	135,400	1200	39	7	120	90	Wall bounces foe
2	Ghost Rider—β	Hellfire Maelstrom	Heartless Spire	3	94,800	840	39	—	117	87	OTG-capable, beam durability: 3 frames x 5 low priority durability points, projectile active for 32 frames
3	Ghost Rider—γ	Hellfire Maelstrom	Hellfire L	10	129,900	1600	44	28	109	79	OTG-capable, beam durability: 10 frames x 5 low priority durability points



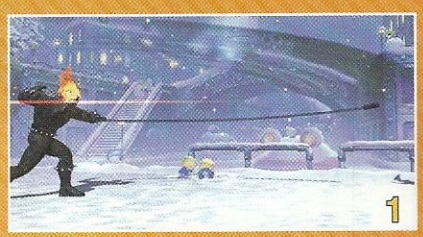




Ghost Rider has three useful crossover assists to choose from, depending on your team's needs. Ghost Rider—α Chain of Rebuttal is a quick, far-reaching attack that causes a wall bounce. Its speed and range are great for catching opponents off-guard, and it can be followed with a combo after the wall bounce. Ghost Rider—β Heartless Spire is a projectile attack that emerges from the ground and is useful as a defensive crossover assist. Ghost Rider—γ Hellfire L is OTG-capable and is useful for extending standard air combos.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↙←+ P1orP2	1	50,000	500- (-1 hyper meter bar)	2	4	27	—	-7
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hellfire L	↓↙←+ L	10	129,900	1600	20	28	18	-2	-4	OTG-capable, beam durability: 10 frames x 5 low priority durability points
2	Hellfire M	↓↙←+ M	10	129,900	1600	21	27	18	-1	-3	Beam durability: 10 frames x 5 low priority durability points
3	Hellfire H	↓↙←+ H	10	129,900	1600	21	27	18	-1	-3	Beam durability: 10 frames x 5 low priority durability points
4	Chain of Rebuttal	→↓↙+ L	3	135,400	1200	15	7	29	—	-8	Wall bounces foe
5	Chain of Punishment	→↓↙+ M	3	135,400	1200	15	7	29	—	-8	Wall bounces opponent
6	Judgment Strike	→↓↙+ H	10	25,000 x 10	200 x 10	25	—	30	-5	-7	Each projectile has 5 low priority durability points
7	Chaos Bringer	↓↗←+ L	2	110,400	1104	15	3	43	—	-22	Hard knockdown
8	Hell's Embrace	↓↗←+ M	7	143,000	1430	15	3	43	—	-22	Hard knockdown
9	Conviction Slam	↓↗←+ H	2	154,500	1545	15	3	43	—	-22	Hard knockdown



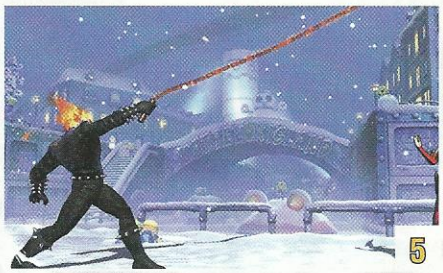




Hellfire: Ghost Rider belches flames at his rivals. Hellfire is considered a projectile and has 5 low-durability points to stop opposing projectiles. It has three different versions. Hellfire L fires down at an angle and is OTG-capable, making it ideal for ending combos when canceled into Hellfire Maelstrom. Hellfire M fires straight ahead and can be used to stop incoming projectiles and apply pressure against a cornered opponent. Hellfire H fires up diagonally, but it must be performed early to be used as an anti-air because of its slow startup.



Chain of Rebuttal: Ghost Rider quickly attacks from a distance with his chain. If connected, Chain of Rebuttal causes a wall bounce, which you can follow with a combo. This attack is most frequently used after connecting standing H, H, and it is integral to Ghost Rider's bread and butter combos. Though it has fairly quick startup considering the range it boasts, the angle of the chain is very straightforward and can be jumped over or even ducked under by characters who crouch low, such as Vergil or Spider-Man. Given this, you should only use Chain of Rebuttal during combos or with the cover of a crossover assist.



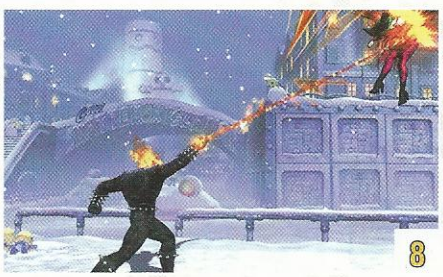
Chain of Punishment: Chain of Punishment is identical to Chain of Rebuttal in its frame data and wall-bouncing effect. The main difference is that Chain of Punishment attacks at an upwards angle, tagging opponents approaching at normal jump height. If performed early, it can serve as a decent anti-air that leads to a combo opportunity. If you react quickly enough to an adversary jumping over standing H, swiftly cancel into Chain of Punishment to stop your foe's attempt at a punish.



Judgment Strike: Ghost Rider fires a spread of projectiles from his chain that reaches nearly the entire horizontal length of the screen. This fan-shaped attack controls a massive amount of space, stopping all frontal advances from the ground and normal jump height. Judgment Strike pushes the opposing character back a fair amount if guarded, so cancel it from standing H, H to push your rival away. Judgment Strike is -7 if guarded, meaning it is punished only by fast attacks if guarded at close range and safe if guarded at a distance. Judgment Strike's main weakness is its slow startup, making it easily interrupted by attacks if performed at close range. To mitigate this, use it at mid to long range, or create breathing room first with standing H, H before canceling into it. Make liberal use of this attack from a distance to frustrate opponents while chipping away at their vitality.



Chaos Bringer: Ghost Rider latches onto his target with his chain and brings them to his feet with a hard knockdown. If successfully connected, you can follow with Hellfire L OTG into Hellfire Maelstrom or Spirit of Vengeance for additional damage. Like Chain of Rebuttal, Chaos Bringer is easily used in combos and starts up fairly quickly given its massive range. Its hitbox goes lower than Chain of Rebuttal's, however, so it cannot be avoided by crouching. If you connect standing H, H on a crouching foe, canceling into Chaos Bringer always connects, unlike Chain of Rebuttal. As a consequence, Chaos Bringer has a long period of recovery time, making it risky to use outside of combos.



Hell's Embrace: Hell's Embrace snatches competitors out of the sky for a hard knockdown. The range in which it usually connects causes an opponent to be grounded far away, so use Spirit of Vengeance OTG to follow up. If connected at point-blank range in the corner, you can use Hellfire L OTG before canceling into a hyper combo for more damage, although this situation is rare. Hell's Embrace attacks at an upward angle slightly higher than that of Chain of Punishment, covering another angle from which your challengers might attempt to approach. It suffers from a long period of recovery time, so use it only when you are sure it is going to connect, or with the cover of a crossover assist.



Conviction Slam: Ghost Rider slams his opponent down with his chain for a hard knockdown. By itself, Conviction Slam does the most damage of all of Ghost Rider's chain-based special moves, and you can follow it with Spirit of Vengeance OTG for even more damage. Like Hell's Embrace and Chaos Bringer, Conviction Slam has a staggering 43 frames of recovery, so use it only as a combo-ender or as a mid to long-range poke with the cover of a crossover assist.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hellfire Maelstrom	↓↘→ + ATK ATK	20~42	290,200~ 355,100	13+1	85(12)32	50	—	-42	Can be mashed for extra damage, knocks down, projectile has 5 high priority durability points
2	Spirit of Vengeance (no inputs)	→↓↘ + ATK ATK	12	189,000	20+1	56	53	—	-42	OTG-capable, knocks down, Hyper Armor frames 21-79, press L, M, H, or S for extra attacks
3	Spirit of Vengeance (L)	(during Spirit of Vengeance) L	1	150,000	1	30	50	—	-56	Hard knockdown, Hyper Armor frames 1-30
4	Spirit of Vengeance (M)	(during Spirit of Vengeance) M	1	160,000	15	26	65	—	-62	Hard knockdown, Hyper Armor frames 1-40
5	Spirit of Vengeance (H)	(during Spirit of Vengeance) H	1	200,000	8	12	81	—	-57	Wall bounces foe, hard knockdown, Hyper Armor frames 1-50
6	Spirit of Vengeance (S)	(during Spirit of Vengeance) S	9	258,500	15	25	46	—	-73	Hard knockdown, Hyper Armor frames 1-85
7	Penance Stare (Level 3 Hyper Combo)	→↘↓↙←+ ATK ATK	1	450,000	3+0	2	28	—	—	Throw, frames 1-10 invincible, crumples adversary



Hellfire Maelstrom: Ghost Rider swings his chain in fiery fashion before causing a huge explosion at a distance. Hellfire Maelstrom is often canceled from Hellfire L OTG and can be mashed for increased damage. This attack has an interesting hitbox: the first swing reaches a little farther than two characters' length in front of Ghost Rider and cannot be crouched under, the next four swings have farther reach but can be crouched under, and the last swing reaches the entire horizontal distance of the screen. The flames around Ghost Rider are active the entire time, as well. Though Hellfire Maelstrom controls the ground quite effectively, foes can avoid it completely with a super jump for an easy punish. Given this, you should only use it in combos or with a safe THC ready to avoid punishment.

Hyper Combos continued











Spirit of Vengeance: Spirit of Vengeance summons Ghost Rider's bike to damage opponents and is OTG-capable. This hyper combo sports a long window of hyper armor, so Ghost Rider will not succumb to hitstun if he is attacked (though damage will still be incurred). While the hyper armor allows Spirt of Vengeance to be used to plow through enemy attacks, it has no invincibility on startup, limiting its ability to counter opposing hyper combos. Inputting an attack during Spirit of Vengeance cancels into different attacks depending on the strength used: (L) causes Ghost Rider to simply run over his rival. (M) performs a wheelie that knocks the opposing character upward (H) performs a turn for a wall bounce and (S) performs a wheelie with multiple hits. Before canceling with one of these attacks, Spirit of Vengeance should be allowed to hit as many times as it can (10 hits from a distance, 12 hits at close range). Canceling towards the end of the hyper combo (as opposed to the very end) is your best bet; getting the damage from the extensions is much more important than the minimal damage gained from getting every hit possible of the initial bike ride. Be mindful of your next character's THC when deciding which attack to end the hyper combo with. Some THCs require the wheelie, while others are better suited with the turn. If you opt to not use a THC, performing the wheelie with (S) yields the most damage.

It is important to perform →↓↘ + (ATK ATK) with no additional inputs afterward. Any attack inputs during the hyper combo flash perform the Spirit of Vengeance follow-ups preemptively. None of the follow-ups are OTG-capable, so accidentally performing one causes the hyper combo to whiff entirely if performed on an opponent in a hard knockdown state.



Penance Stare: His signature attack, Ghost Rider stares his foes down for unguardable damage. Penance Stare requires three levels of hyper meter, and it leaves the opponent in a crumple state. Because it is only one hit, combos following Penance Stare are not yet heavily affected by hit decay and frequently lead to a K.O. if your opponent's vitality isn't already completely depleted from the throw. This hyper combo has a short window of invulnerability during its startup, so you can cancel your guard with X-Factor and blow through your competitor's attack at close range. Because Penance Stare is considered a throw, it will not connect on opponents who are in hitstun or guardstun, nor will it work against airborne adversaries. A whiffed Penance Stare is easily punished, especially by challengers jumping straight up to avoid it. You can drastically increase the range of Penance Stare with the use of kara-canceling—see the Advanced Tactics section for more details.

Battle Plan



Standing (H) is your main weapon at mid to long range, and it leads to powerful combos if connected. If your opponent jumps over the chain, cancel into Chain of Punishment to counter.



Judgment Strike covers a great amount of vertical and horizontal space. Use it liberally (but safely) with a long range crossover assist to chip away at your rival's vitality.



Input (S) + P1⇔P2 the moment Ghost Rider leaves the ground with a normal jump for an instant overhead attack. Continue the combo with a long range crossover assist.



Once your competitors become accustomed to guarding high to defend against air (S), mix up with the low-hitting crouching (H) to sweep them off their feet!

Your main objective when using Ghost Rider is to keep your opponents at bay with his long range basic attacks and special moves. Unlike most characters, Ghost Rider does not need to be within close range to deal large amounts of damage. Combos starting with standing (H) easily break the 600,000 damage mark! Learning to effectively use Ghost Rider's various defensive tools and long range offensive attacks is the key to success.

Despite being a long range monster, Ghost Rider has no attacks that reach the entire length of the screen besides hyper combos. An adversary with attacks that reach the entire length of the screen can attack at maximum range, where Ghost Rider cannot reach. Given this, try to keep Ghost Rider at a distance where you can threaten with standing (H) and Judgment Strike, eventually pushing your opponent into the corner so that they cannot back up out of range of Ghost Rider's attacks. To mitigate this weakness, try choosing a teammate with a crossover assist that reaches fullscreen in order to make Ghost Rider a threat at any distance.

From a distance, your main attack should be standing (H). Ghost Rider's chain reaches just short of fullscreen and has a startup of 15 frames, which is quite fast given its far reach. If standing (H) makes contact with a foe , it can be canceled into another (H) Rage Whip, which can then be canceled into a special move. Standing (H) produces a great deal of hitstun, giving you plenty of time to hit-confirm into Rage Whip. A guarded Rage Whip gives you +3 frames of advantage and pulls the opponent toward Ghost Rider. If standing (H), (H) connects, cancel into Chain of Rebuttal or Chaos Bringer for a combo. If guarded, cancel into Judgment Strike to keep your challengers at bay. Canceling standing (H) into Rage Whip can be delayed extremely late to create a basic frame trap; if your opponent attempts to do anything but guard between a guarded standing (H) and a delayed Rage Whip, they'll be caught with the second attack. Note that you can also use this tactic when canceling Rage Whip into any of Ghost Rider's special moves. Mix up your cancel timing to throw your competitors off. If you have a long range crossover assist at your disposal, use standing (H) + P1⇔P2 to give your foe even more to deal with from a distance. The following characters can crouch under Ghost Rider's standing (H) from a distance:

Strider	**Hawkeye**	**Felicia**	**Viewtiful Joe**
Firebrand	**Frank West**	**X-23**	**Spider-Man**
Arthur	**Deadpool**	**Hsien-Ko**	**Phoenix**
	Wolverine		**Jill**

Morrigan and Amaterasu can avoid standing (H) completely at any range by crouching, so make use of air (S) instead to deal with these characters.

Your secondary go-to attack is air (S). This air-to-ground attack reaches half a screen's length and must be guarded high. This allows you another angle of attack to be used in conjunction with standing (H) and Judgment Strike. If performed slightly after the apex of a normal jump, you can follow into a combo with standing (H) after Ghost Rider lands. Learning the range and angle of air (S) is extremely important! With proper positioning, air (S) acts as an instant overhead if performed immediately after Ghost Rider leaves the ground, and it can be extremely difficult for opponents to guard on reaction. If you have a long range crossover assist like Doctor Doom—α or Strider—α, you can input P1⇔P2 at the same time as air (S) for a combo. A compatible crossover assist will combo off air (S), allowing you to have Ghost Rider land and continue with standing (H) into a bread and butter combo. Once your rival is conditioned to guard this attack high, you can utilize crouching (H) to check the opponent's low guard. Crouching (H) connects at the same horizontal range in which air (S) connects and can be canceled into Chain of Rebuttal for a damaging combo. Like standing (H), cancel into Judgment Strike if crouching (H) is guarded to keep the enemy out. Though standing (H) and crouching (H) have extremely long reach, competitors can easily jump over them if you become too predictable. If an opponent manages to avoid these chain attacks with a normal jump forward, quickly cancel into Chain of Rebuttal or Hell's Embrace to cut off their approach and avoid punishment.

Since fighting at a distance is ideal for Ghost Rider, learning to retreat safely is great for resetting positioning and maintaining the pace of the battle. While air (S) is good for long range offense and pressure, you can also use it as a way to cover a retreat. You can normal jump backward with air (S) while calling a crossover assist, then land and attack with standing (H), (H) into Judgment Strike to push your foe away. Air (S) effectively cuts off frontal assaults and can even lead to a combo depending on your crossover assist. For opponents attempting to approach at higher altitudes, jump back with air (H) to knock adversaries out of the sky. The chain covers the area directly above Ghost Rider's head as well as slightly above diagonally, making it great as a defensive attack to cover the avenues of attack that air (S) does not reach. While on the ground, you can use (S) to cover the area directly above Ghost Rider's head.

Battle Plan continued



Heartless Spire does not disappear if Ghost Rider is attacked, which makes it great for interrupting your adversary's offense.



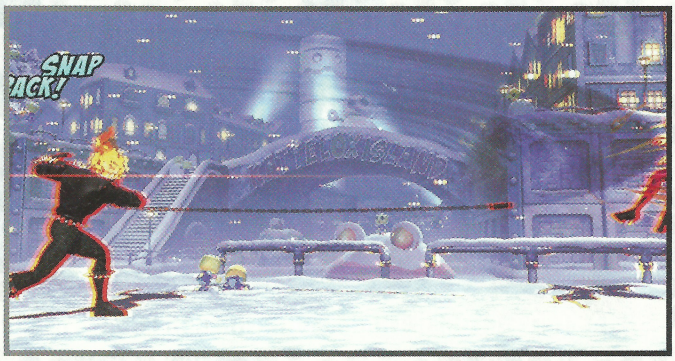
Use Heartless Spire to nullify incoming projectiles.

If foes do manage to get close, Ghost Rider has several close range options to utilize, the most effective being Heartless Spire (performed with ← + H). Heartless Spire is a stationary projectile attack that has 5 low durability points and is OTG-capable. Though it takes 15 frames to startup and recovers in 25 frames, it stays active for 35 frames and does not disappear if Ghost Rider is attacked while it is active. At a distance, you can employ it to nullify projectile attacks, giving Ghost Rider a way to deal with projectiles at maximum range. At close range, use this attack as a sort of "get off me" maneuver. If guarded, Heartless Spire creates enough distance between Ghost Rider and his opponent to perform standing H in an attempt to push them back out. The drawback to Heartless Spire is that it is not special move or hyper combo-cancelable, so a connected Heartless Spire must be followed with a pre-summoned crossover assist or X-Factor activation to get a substantial amount of damage from it. Heartless Spire gives you frame advantage if guarded on the ground, so you can cancel into it from any guarded ground basic attack strings for safe pressure.

Crouching M is another option to consider if your competitor manages to get past Ghost Rider's chains. Though it doesn't have the quickest startup, it has decent priority and range. With this attack, you can perform a basic option select with S. Input crouching M, S just outside of your rival's range, guaranteeing the shoulder attack will not be guarded. If crouching M whiffs, the S input is ignored. If your adversary tries to attack or advance forward, the shoulder connects and can then be canceled into a launcher. Alternatively, S can be substituted for ← + H, though it is more defense-oriented than S. Note that a whiffed crouching M can be punished, so don't abuse this tactic.

As a last resort against an overly aggressive attacker, cancel your guard with X-Factor and immediately perform Penance Stare. The window of invulnerability on startup allows Penance Stare to interrupt your opponent's offense with the throw and likely leads to a K.O. Make sure to use this tactic only when your target is right next to you on the ground. There's nothing worse than activating X-Factor and burning three bars of hyper meter only to have the throw not be in range or avoided with a jump!

Special mention must be made of Ghost Rider's snap back. Even though it isn't slower or faster than any other character's snap back, it shares the same animation as standing H, making it the longest reaching snap back in the game! It can even be connected after Heartless Spire, which is not normally cancelable. If you have hyper meter to spare, you can use Ghost Rider's snap back as a long range punish against slower attacks.



Ghost Rider's snap back starts up in 2 frames, making it a lightning-fast attack that reaches nearly fullscreen!



GHOST RIDER

NEW

COMBO USAGE

I. (WHEN 3/4 OF THE SCREEN AWAY FROM THE ENEMY) ST. H, H CANCEL → ↓ ↘ + L, FORWARD DASH, ST. H, H CANCEL ↓ ↙ ← + L, ↓ ↘ → + L (2 HITS) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

623,900 damage, 48% meter loss

Here's a basic long range combo that's relatively easy to do. Verify if standing H, H connects or not before canceling into Chain of Rebuttal, which has a heavy recovery period. After the Chain of Rebuttal makes contact, dash forward and juggle with H, H. At close ranges, the forward dash may be substituted with a small step forward, or omitted entirely. You can replace the standing H, H chain starter with crouching H to start the combo off of a fullscreen low attack (536,900 damage).

II. (WHEN 3/4 OF THE SCREEN AWAY FROM THE ENEMY) ST. H, H CANCEL → ↓ ↘ + L, FORWARD DASH, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ↓ ↘ → + L (2 HITS) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

633,900 damage, 17% meter loss

This is a slightly harder variation of **Combo I** that builds more meter and inflicts additional damage. When juggling with standing H, H, make sure to hit your opponent as low to the ground as possible to ensure that you can have Ghost Rider follow his rival into the sky after S connects. After hitting with air S, dash forward when Ghost Rider lands by hitting ATK ATK instead of → →. This prevents you from accidentally getting → ↓ ↘ + L over Hellfire L. You can replace the standing H, H chain starter with crouching H to start the combo off of a fullscreen low attack (lowering the damage to 584,600).

III. CR. L, M, S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ↓ ↘ → + L (2 HITS) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

524,500 damage, 48% meter loss

Surprisingly, Ghost Rider's long range combos are more damaging than his close range ones. Nevertheless, use this lower-damage combo if you manage to connect with crouching L. If crouching L, M is guarded, chain into ← + H to leave Ghost Rider at a sizeable frame advantage.

COMBO USAGE CONT.

IV. CR.L, M CANCEL ➔⬇↘ ✣ L, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ⬇↘➔ ✣ L (2 HITS) CANCEL ⬇↘➔ ✣ ATK ATK (MASH ATK)

563,800 damage, 22% meter loss

This inflicts slightly more damage than **Combo III**, but ➔⬇↘ ✣ L whiffs against small crouching characters like Amaterasu, Morrigan, Rocket Raccoon, Arthur, and Viewtiful Joe. Use it only against those characters if they are standing. If these smaller characters are attacked while crouching, substitute ➔⬇↘ ✣ L with ⬇↙⬅ ✣ L, which connects on all characters.

V. BACK THROW, ➔⬇↘ ✣ ATK ATK, ON THE 10TH HIT, INPUT S

332,900 damage, 92% meter loss

Ghost Rider can consistently OTG an opposing character off of his back throw. If you are performing this combo without a THC, use the S extension at the end of ➔⬇↘ ✣ ATK ATK for maximum damage.

VI. (REQUIRES CORNER) FRONT THROW OR FRONT AIR THROW, ⬇↘➔ ✣ L CANCEL ⬇↘➔ ✣ ATK ATK (MASH ATK)

309,300 damage, 92% meter loss

This is an OTG combo off of Ghost Rider's air throw that can only be performed near corners.

VII. (A LITTLE CLOSER THAN 3/4 OF THE SCREEN AWAY FROM THE ENEMY) FORWARD JUMP, INSTANT AIR S ✣ P1 or P2, LAND, ST. H, H CANCEL ➔⬇↘ ✣ L, FORWARD DASH, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, ⬇↘➔ ✣ L CANCEL ⬇↘➔ ✣ ATK ATK (MASH ATK)

629,800 damage, 5% meter gain (or self-sufficient for Hellfire Maelstrom ender)

This is an assist-oriented combo starting off of an instant overhead air S. Many different crossover assists can be used with instant overhead air S including Doctor Doom—α, Strider—α, Iron Man—α, and Hawkeye—α. If guarded, use the cover from the crossover assist to mount a secondary offensive.

VIII. (AGAINST AN AIRBORNE ENEMY) FORWARD JUMP, AIR M, S, ST. M CANCEL ➔⬇↘ ✣ L, FORWARD DASH, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ⬇↘➔ ✣ L (2 HITS) CANCEL ⬇↘➔ ✣ ATK ATK (MASH ATK)

599,500 damage, 7% meter loss

Here's a basic air-to-air combo. Air M, S is safe when blocked in the air, so have no fear when landing. It's only dangerous if the first attack misses altogether, in which case, Ghost Rider is left open to punishment.

IX. ➔↘⬇↙⬅ ✣ ATK ATK, ST. H, H CANCEL ➔⬇↘ ✣ L, FORWARD DASH, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ⬇↘➔ ✣ L (2 HITS) CANCEL ⬇↘➔ ✣ ATK ATK

982,400 damage, 325% meter loss

Ghost Rider's level 3 hyper combo is a fully invincible throw. Because the throw is only one hit, you can perform a full combo afterward without being heavily affected by hit decay. Use this defensively to deal a death blow to an adversary attacking Ghost Rider at close range.

X. (WHEN 3/4 OF THE SCREEN AWAY FROM THE ENEMY) ST. H, H CANCEL ✣, ST. H, H CANCEL ➔⬇↘ ✣ L, FORWARD DASH, ST. H, H, DELAYED S CANCEL FORWARD SUPER JUMP, AIR M, M, S, LAND, FORWARD DASH, ⬇↘➔ ✣ L (2 HITS) CANCEL ⬇↘➔ ✣ ATK ATK (MASH ATK)

986,100~1,223,500 damage, 27~75% meter gain (or self-sufficient for the Hellfire Maelstrom ender)

This is a basic long-range X-Factor combo. Use this combo when in need of a K.O. with X-Factor still available.

ADVANCED TACTICS

BIKE OR CHAIN?



The last hit of Hellfire Maelstrom causes a hard knockdown, making it difficult to connect a THC afterward.

Combos ending in Hellfire Maelstrom often deal slightly more damage than combos ending in Spirit of Vengeance. However, Spirit of Vengeance is much more THC-friendly than Hellfire Maelstrom because of the hard knockdown that Hellfire Maelstrom produces. If you cancel Hellfire Maelstrom early for THC purposes, you miss the damaging last hit of the hyper combo. However, it's the last hit of the maelstrom that causes the hard knockdown, which makes Hellfire Maelstrom less than stellar for THCs. Keep your hyper meter and Ghost Rider's partners in mind when choosing what combo to perform in any given situation. If you have meter to spare, performing the initially weaker Spirit of Vengeance at the end of combos might be better if your next character can THC well from it, while combos ending with Hellfire Maelstrom are best used if hyper meter is scarce.

LOOK INTO MY EYES: KARA-THROW



At this distance, foes are usually out of range of Penance Stare. However, with a kara-cancel…



… you can grab opponents from much farther than usual!

Penance Stare is Ghost Rider's most powerful attack, and it often leads to a K.O. if successfully landed. You can extend the range on this hyper combo throw drastically with kara-canceling. A kara-cancel is a technique that increases the range on an attack by canceling it from a basic attack that has forward movement. In this case, the range on Ghost Rider's standing (M) can be added onto Penance Stare with a quick kara-cancel.

To perform this, cancel Penance Stare from standing (M) as Ghost Rider begins to stake a step forward but before the active frames of the knee occur. ⇨⇘⇩⇙⇦ + (ATK)(ATK) must be performed immediately after standing (M); cancel it faster than you would normally cancel an attack into a hyper combo. If you are having trouble executing this, input Penance Stare normally with ⇨⇘⇩⇙⇦ + (ATK)(ATK), but add standing (M) at the beginning of the input so that the entire sequence looks like this: ⇨ + (M), ⇘⇩⇙⇦ + (ATK)(ATK), all in one smooth motion. The maximum range of a kara-canceled Penance Stare is roughly two characters' length away from the opponent, a distance in which adversaries would normally feel safe from a throw.

COMBO APPENDIX

GENERAL EXECUTION TIPS

During ⇨⇩⇘ + (ATK)(ATK), allow at least nine hits of the hyper combo before canceling into one of the three extensions

When performing standing (H), (H), delayed (S), make sure to attack your rival as low to the ground as possible to allow the rest of the combo to connect properly.

(GHOST RIDER COMES IN) AIR (M), (S), LAND, ⇨⇩⇘ + (ATK)(ATK)

Notes	Damage
⇧ + (S) or ⇨ + (S) or ⇩ + (S) TAC to Ghost Rider	—

FRONT THROW, ⇦ + (H), ST. (H), (H) CANCEL ⇨⇩⇘ + (L), ST. (H), (H), (S) CANCEL FORWARD SUPER JUMP, AIR (M), (M), (S), LAND, ⇩⇘⇨ + (L) CANCEL ⇩⇘⇨ + (ATK)(ATK) (MASH (ATK))

Notes	Damage
Requires corner. The final hit of ⇦ + (H) hits late against middle to lightweight characters if the first hit connects from as far away as possible. This means that against some characters, you must back up a step before initiating ⇦ + (H). If done correctly, the flames keep the opponent airborne long enough for standing (H) to juggle	438,400 damage, 11% meter loss

CR. (L), CR. (M) CANCEL ⊗ , ST. (H), (H) CANCEL ⇨⇩⇘ + (L), FORWARD DASH, ST. (H), (H), DELAYED (S) CANCEL FORWARD SUPER JUMP, AIR (M), (M), (S), LAND, FORWARD DASH, ⇩⇘⇨ + (L) (2 HITS) CANCEL ⇩⇘⇨ + (ATK)(ATK) (MASH (ATK))

Notes	Damage
—	942,800~1,234,100 damage, 25~61% meter gain

"HELL HATH NO FURY LIKE A FLAMING SKELETON ON A MOTORCYCLE."

NEW

HAWKEYE

"WORLD'S GREATEST MARKSMAN, AT YOUR SERVICE."



Bio

REAL NAME

Clinton Francis "Clint" Barton

OCCUPATION

Adventurer

ABILITIES

Possesses the ability to fire arrows with precision and at incredible speeds, even in the worst conditions.

WEAPONS

Custom-made bow with specially equipped arrows.

PROFILE

Trained to be a master archer by a traveling circus at an early age, Hawkeye joined the Avengers in order to protect the world from evil. While a bit overconfident and rash to act, on the battlefield, he is often the catalyst that raises everyone's spirits.

FIRST APPEARANCE

Tales of Suspense #57 (1964)

POWER GRID

- 2 INTELLIGENCE
- 2 STRENGTH
- 2 SPEED
- 2 STAMINA
- 1 ENERGY PROJECTION
- 4 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	**900,000**
Chain Combo Archetype	**2-Hit Limited**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	140%	130%
Level 3 (1 teammate remaining)	160%	140%

Hawkeye is a pure zoning character. While you are playing him you should want nothing more than to keep him across the screen at all times, bombarding the opposing character with his many different arrow attacks.

What good is it being so far away?

- **Hawkeye can pile up chip damage with a variety of ranged arrow attacks, including standing Ⓗ, Quick Shot (Greyhound), and Ragtime Shot (Balalaika)**
- **Any hits from afar can be easily verified and hyper combo canceled into Gimlet**
- **The angles of Hawkeye's attacks make him much better suited to prevent forward movement at fullscreen when compared to medium range**

How does one keep the opposing character away when using Hawkeye?

- **Using standing Ⓗ in tandem with long range crossover assists, then canceling into Trick Shot or Ragtime Shot to push your competitor backward while dealing chip damage**
- **Using Ragtime Shot preemptively from afar to prevent your adversary from jumping**
- **Using air Quick Shot (Greyhound) and air throws to prevent your rival's advances at closer ranges**
- **Using Slide (↘ + Ⓗ) simultaneously with a crossover assist, then canceling into Trick Maneuver H to get over the foe and away from the corner**

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	45,000	360	5	2	11	0	-1	—
2	Standing M	1	60,000	480	7	3	17	-2	-3	—
3	Standing H	1~3	50,000 per arrow	400 per arrow	10/29/39	1/4/7	30/20/12	-5/+5/+13	-6/+4/+12	Hold H to fire extra shots (2 shots — 28 frames, 38 frames — 3 shots), each projectile has 3 low priority durability points, can be directed by holding ↑ or ↓, inflicts chip damage





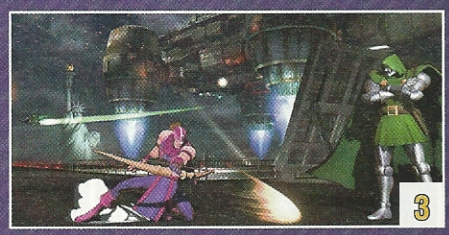


Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	43,000	344	5	2	15	-4	-5	Low attack
2	Crouching M	1	55,000	440	9	4	19	-5	-6	Low attack
3	Crouching H	1	70,000	560	12	3	26	—	-7	Low attack, knocks down







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	9	3	29	—	-10	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	45,000	360	5	3	19	+11	+10	Overhead attack
2	Air M	1	55,000	440	8	4	24	+16	+15	Overhead attack
3	Air H	2	74,000	640	9	11	25	+18	+17	Overhead attack







Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	75,000	600	11	4	26	+15	+14	Causes hard knockdown if used in launcher combo
2	Air ⇧ + (S) (during launcher combo)	2	105,00	880	9	7	29	—	—	Tags in next available ally while lofting opponent upward
3	Air ⇨ or ⇦ + (S) (during launcher combo)	2	95,000	800	8	4	24	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⇩ + (S) (during launcher combo)	2	95,000	800	11	4	26	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar









Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Shock Value	⇨ + (M)	1	64,200	600	13	—	27	0	-1	Inflicts chip damage
2	Double Roundhouse	⇨ + (H)	2	35,000 + 40,000	280+320	9	3(13)4	27	—	-9	Second hit knocks down
3	Slide	⇘ + (H)	1	70,000	560	11	11	24	—	-13	Low attack, knocks down





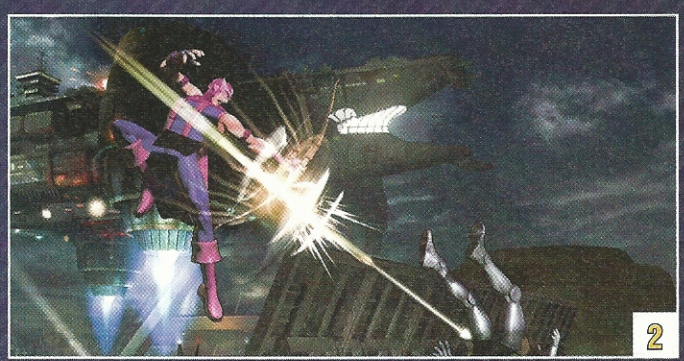


Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + (H) (ground)	2	80,000	800	1	1	Hard knockdown
	⇦ + (H) (ground)	1	80,000	800	1	1	Hard knockdown
2	⇨ + (H) (air)	2	80,000	800	1	1	Hard knockdown
	⇦ + (H) (air)	1	80,000	800	1	1	Hard knockdown





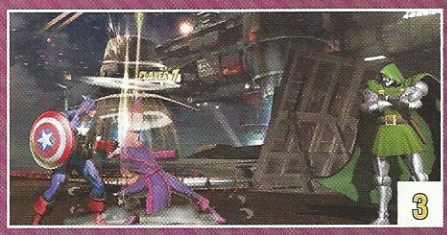


As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Hawkeye—α	Gimlet	Quick Shot (Greyhound)	3	50,000 x 3	400 x 3	34	9	118	88	Each projectile has 3 low priority durability points
2	Hawkeye—β	Gimlet	Trick Shot (Violet Fizz)	1	50,000	400	49	—	136	106	OTG-capable, projectile has 3 low priority durability points
3	Hawkeye—γ	Gimlet	Ragtime Shot (Kamikaze)	10	25,000 x 10	200 x 10	39	—	126	96	OTG-capable, each projectile has 5 low priority durability points







Hawkeye—α Quick Shot (Greyhound) is a great all-around crossover assist that can be used effectively for almost any purpose! Long range characters can bolster their firepower with additional projectiles, offensive characters can get the covering fire they need to begin an attack, and since Quick Shot (Greyhound) only hits three times, teleporting characters can call Hawkeye, then teleport to create cross-up mix-ups that don't cause a lot of damage scaling. Unfortunately, some characters can crouch under Quick Shot (Greyhound), hampering its effectiveness against some of the cast.

Hawkeye—β Trick Shot (Violet Fizz) is an OTG-capable assist and the only assist in the game that can poison the opponent, which can cause up to 90,000 points of unscaled damage! While the poison damage is good, it's generally too slow to be of use outside of combos, so players need to develop specific combos to best make use of it.

Hawkeye—γ Ragtime Shot (Kamikaze) is a barrage of arrows that can cut off parts of the screen, keeping the adversary away from your character. However, the assist only cuts off a very specific portion of the screen, making it only useful in a few particular situations. Ragtime Shot (Kamikaze) is also OTG-capable, but it is generally much too slow to be used in most OTG situations. While this assist isn't as versatile as OTG-capable assists like Wesker's Samurai Edge (Lower Shot), it can create new combos for many characters: call Hawkeye—γ simultaneously with an (S) launcher, then perform an air (M), (M), (H) chain. The Ragtime Shot (Kamikaze) then begins to hit the target and drag them down to the floor, allowing for easy additional juggles!

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↘→ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	3	29	—	-10
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									

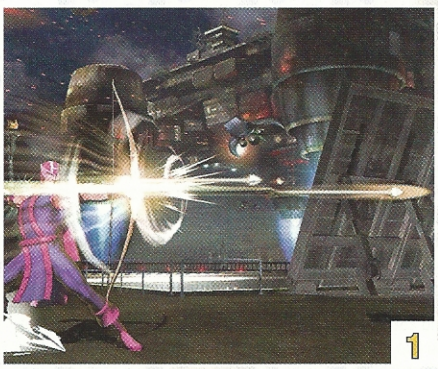


Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Quick Shot (Greyhound) (in air OK)	↓↘→ + (L)	3	50,000 x 3	400 x 3	10	9	35 (air: until grounded)	-13	-14	3 projectiles each have 3 low priority durability points
2	Quick Shot (Hunter) (in air OK)	↓↘→ + (M)	1	50,000	500	20	—	30 (air: until grounded)	+12	-9	Captures adversary, projectile has 3 low priority durability points
3	Quick Shot (Spritzer) (in air OK)	↓↘→ + (H)	3	149,000	1320	20	—	40 (air: until grounded)	-11	-13	Piercing, cannot be destroyed by low priority projectiles, projectile has 3 low priority durability points
4	Trick Maneuver L	↓↙← + (L)	—	—	—	Violet Fizz:8, Ice Breaker: 14, Ice Breaker: 16	27	14	—	—	Hawkeye is airborne from the 6th frame, on the ground from frames 40-45 if uncanceled
5	Trick Maneuver M	↓↙← + (M)	—	—	—	11	19	6	—	—	—
6	Trick Maneuver H	↓↙← + (H)	—	—	—	16	19	12	—	—	Hawkeye is airborne from the 6th frame
7	Trick Shot (Violet Fizz)	(during Trick Maneuver) (L)	1	50,000	400	5	—	30 or until grounded	+5/-8/-3	+5/-6/-3	Causes poison status effect if hit, poison inflicts 300 damage per frame for 300 frames, hitting Hawkeye removes the poison status, is OTG-capable if used from Trick Maneuver L or H, projectile has 3 low priority durability points

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
8	Trick Shot (Ice Breaker)	(during Trick Maneuver) M	1	80,000	640	5	—	30 or until grounded	+11/+6/+11	-3/-9/-4	Is OTG-capable if used from Trick Maneuver L or H and ground bounces airborne or grounded foes, projectile has 3 low priority durability points
9	Trick Shot (Rusty Nail)	(during Trick Maneuver) H	3	108,300	960	5	—	30 or until grounded	0/0/0	+1/+3/+1	Is OTG-capable if used from Trick Maneuver L or H, projectile has beam durability: 3 frames x 3 low priority durability points
10	Ragtime Shot (Jack Rose)	⇨⇩⇘ + L	2	102,000	880	13	—	37	—	—	Projectile has 3 low priority durability points, arrow grounded and inactive at 37 frames, arrow explodes on contact, explosion has 99 low priority durability frames and lasts 8 frames when destroyed or 121 frames after grounded
11	Ragtime Shot (Kamikaze)	⇨⇩⇘ + M	10	25,000 x 10	200 x 10	15	—	45	—	—	OTG-capable, first projectile has 5 low priority durability points, spreads into 10 arrows that descend after 35 frames, each of these projectiles has 5 low priority durability points
12	Ragtime Shot (Balalaika)	⇨⇩⇘ + H	9	81,200 x 3	720 x 3	21	10	35	—	—	3 projectiles with 5 low priority durability points each



Quick Shot (Greyhound): This attack is a quick horizontal volley of three projectiles that cause a total of 45,000 chip damage! Quick Shot (Greyhound) is one of the staples of Hawekeye's keepaway game, since it causes great chip damage and starts up quickly, allowing Hawkeye to pile on pressure from across the screen. The attack also has 9 total low priority projectile durability points, allowing Hawkeye to win firefights against most characters with ease. On hit, you can hyper combo cancel into Gimlet on reaction for quick, fullscreen damage. Unfortunately, several characters can crouch under Quick Shot (Greyhound), limiting its usefulness against them. Those characters include:

Amaterasu	**Firebrand**	**Phoenix**	**Spider-Man**	**Wolverine**
Arthur	**Frank West**	**Rocket Raccoon**	**Strider Hiryu**	**X-23**
Felicia	**Morrigan**		**Viewtiful Joe**	

There are several other characters who duck under one or two of the arrows in the attack, so against them, Quick Shot (Spritzer) may be a better choice to keep pressure because those characters are forced to block all three hits of that arrow attack.

The air version of Quick Shot (Greyhound) follows Hawkeye's jump trajectory, making it the most reliable way of stopping adversaries from normal jumping toward him. With Hawkeye normal jumping backwards and firing Quick Shot (Greyhound) after the peak of the jump, three projectiles cover normal jumping space, keeping opponents away from him.

If you have Hawkeye jump backwards and notice that your rival is not in the air with him, then perform Quick Shot (Greyhound) slightly later; performed late enough, the arrows make contact with standing competitors and can hit characters trying to dash in during Hawkeye's jump. Hawkeye instantly recovers upon landing, allowing you to further push the opposing character away with standing H, crossover assists, and more Quick Shots.



Quick Shot (Hunter): This projectile attack is unique in that, on hit, it places the opponent in a state similar to a dizzy, completely incapacitating grounded foes and allowing for ground combos from fullscreen! If Quick Shot (Hunter) hits an aerial adversary, they are placed in a hard knockdown state during which all attacks are OTG-capable, allowing you to convert Hawkeye's standing H into big damage.

Unlike Quick Shot (Greyhound) and Quick Shot (Spritzer), Quick Shot (Hunter) has low projectile durability, making it fairly useless in a long range firefight, so you should only use it in guaranteed punish situations or in combos. However, no characters can crouch under Quick Shot (Hunter), so it can always lead to a combo if a small crouching character is hit by a standing H.

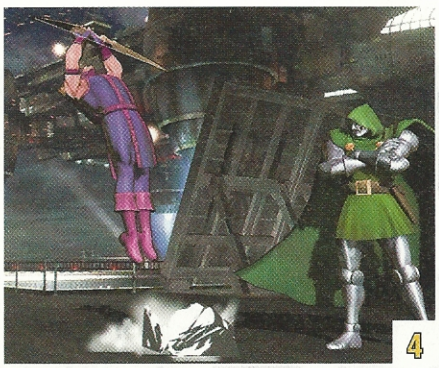
The aerial version can be useful as a high-risk air-to-air counter; meet your rival in the air with air M, H, then cancel into Quick Shot (Hunter) for a big combo. However, if the opposing player blocks the Quick Shot (Hunter), Hawkeye is completely vulnerable. To keep Hawkeye safe, perform the first two attacks while buffering the ⇩⇘⇨ motion; if it hits, verify and cancel into Quick Shot (Hunter). If not, simply press S to continue attacking your target.

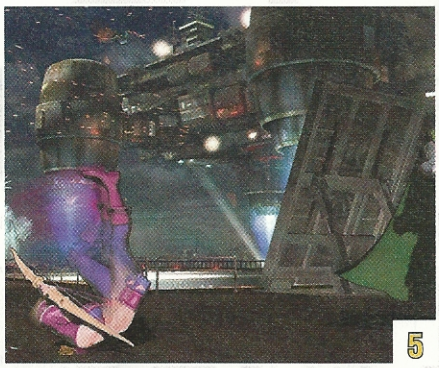


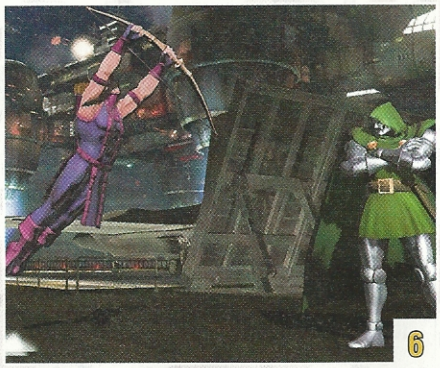
Quick Shot (Spritzer): This attack is unique in that it destroys all other low priority projectiles, yet loses to all medium priority projectiles. Even if Quick Shot (Spritzer) hits another projectile, it still makes contact for all three hits and snags both the opponent's point character and assist, making it incredibly powerful while Hawkeye is attacking from long range.

Even though Quick Shot (Spritzer) starts up slower than Quick Shot (Greyhound), Quick Shot (Spritzer) is generally the more useful attack because it can destroy most characters' projectiles and causes 49,500 chip damage when blocked. This is slightly more than Quick Shot (Greyhound). Unfortunately, the same characters who can crouch under Quick Shot (Greyhound) can also crouch under Quick Shot (Spritzer), hindering its effectiveness against those characters. However, characters who can only duck under one or two of Quick Shot (Greyhound)'s projectiles must block all three hits of Quick Shot (Spritzer)!

When Hawkeye is forced to meet his challenger in the air, Quick Shot (Spritzer) isn't recommended when compared to Quick Shot (Greyhound), since Quick Shot (Greyhound) releases faster and covers a larger area than Quick Shot (Spritzer).


4


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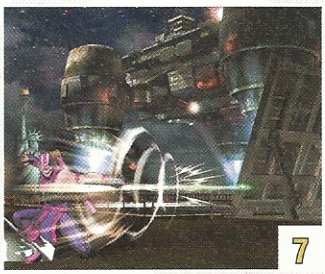

6

Trick Maneuver. These attacks, which give Hawkeye special movement options, are the only way to access his sneaky Trick Shot attacks.

Trick Maneuver L makes Hawkeye perform a quick backwards jump that travels faster and farther than his standard jump. You can use this maneuver to cancel the recovery of standing H and jump backwards away from opponents who jump over the initial projectile, or jumps that are getting too close for comfort. Trick Shots performed during Trick Maneuver L cover a lot of horizontal range and are OTG-capable, making them integral during most of Hawkeye's combos.

Unlike the other Trick Maneuvers, which send Hawkeye into the air, Trick Maneuver M causes Hawkeye to roll forward across the ground. Hawkeye always fires a Trick Shot toward his adversary during the move, so rolling under an opponent jumping toward Hawkeye and shooting them in the back can sometimes be a good option. Trick Maneuver M is mainly used when you need fullscreen versions of the Trick Shots in combos, particularly Violet Fizz.

Trick Maneuver H makes Hawkeye jump forward and should be mainly used to jump over the opposing character when they have Hawkeye in the corner. During Trick Maneuver H, Hawkeye shoots at a much steeper angle than Trick Maneuver L during the forward jump, and the move can only hit competitors who are close to Hawkeye. Like Trick Maneuver M, Hawkeye always aims in the proper direction during the jump; if he jumps over an adversary during Trick Maneuver H, he'll turn around and aim toward his foe, allowing Hawkeye to quickly strike behind his opponent. Trick Maneuver H comprises a large part of Hawkeye's offense because you can call a crossover assist before performing Trick Maneuver H to confuse and mix up your opponent.


7

Trick Shot (Violet Fizz): This attack can only be performed during a Trick Maneuver, and it packs a nasty punch because it keeps dealing damage after the attack is over! When Violet Fizz hits an opponent, they become poisoned and lose health over time. Poison deals 300 damage per frame for 300 frames, which adds up to 18,000 damage per second and up to 90,000 damage over five seconds! If Hawkeye or any other point character on his team is hit, then poison status disappears, but assists can be hit, and the target will remain poisoned. Even if the opposing character has no life, they cannot be finished off from poison, so Hawkeye or another member of his team must finish off the rival . If a poisoned character tags out, they are still poisoned when they return to the battlefield as a point character, but the poison does not deal damage while the character is off the playing field or used as an assist.

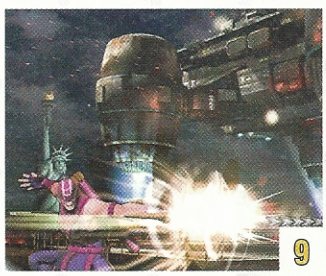
During Trick Maneuver L or H, you can use Violet Fizz to OTG your opponent and add unscaled poison damage to a combo before hyper combo canceling to Gimlet, increasing Hawkeye's damage during a combo! You can also tack on a Violet Fizz during fullscreen standing H combos to poison and pressure your foe into advancing before they lose too much life to the poison. This gives you a chance to land additional damage against reckless advances.

Trick Shot (Violet Fizz) can also be performed from Trick Maneuver L much faster than the other two Trick Shots, only 8 frames after initiating the attack. This lets you throw surprise Violet Fizz attacks during standing H and also makes it easy for you to use Violet Fizz as an OTG during combos.


8

Trick Shot (Ice Breaker): When this shot hits an opponent, it encases them in ice for a brief period of time, allowing you to occasionally land a ground combo after a successful hit. Unfortunately, the time the adversary is stuck in ice is very short, so linking attacks after this shot connects can be difficult.

When this attack is performed from Trick Maneuver L or H, and hits an airborne target or one stuck in hard knockdown state, Ice Breaker causes ground bounce, which allows you to extend Hawkeye's combos. This makes it an essential combat tool. Outside of combos, you should stick to using Violet Fizz in most situations.


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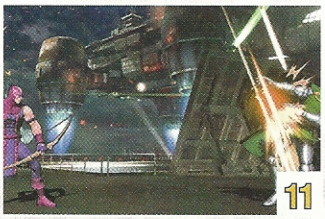
Trick Shot (Rusty Nail): Unlike the other Trick Shots, Rusty Nail is a straightforward attack that doesn't cause any unique status ailments to the opposing character. It is, however, the fastest traveling of all the Trick Shots, and it causes the most chip—36,000 points of damage. This attack also has the longest range of all the Trick Shots when used from Trick Maneuver L, making it a valuable weapon when your rival is just out of range of Violet Fizz.

Rusty Nail also causes the most guardstun of any of the Trick Shots, making it the best Trick Shot to use when jumping over competitors with Trick Maneuver H.


10

Ragtime Shot (Jack Rose): Unlike Hawkeye's other arrows, the Ragtime Shot attacks fly straight into the air before coming down on opponents from the top of the screen. During Jack Rose, Hawkeye fires an explosive arrow straight up into the air, which arcs around and then falls straight down a short distance in front of Hawkeye. If the arrow hits the target while it's in the air, it explodes on contact, damaging your foe. This attack is best used to control aerial space if your adversary is attempting to super jump at close range.

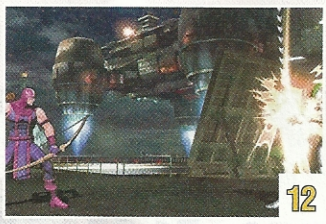
After the arrow hits the ground, it becomes almost a different move entirely, as it becomes a bomb that explodes after two seconds, damaging any competitors in the blast range. The bomb cannot harm the opponent until it explodes. Unfortunately, it's tough to rely on the bomb explosion to happen when necessary during a match because the timing is so awkward; it's too long to easily combo into, and its duration is too short to use as a ground deterrent like Chris' landmines or Viewtiful Joe's Shocking Pink bombs. Instead, it's best regarded as a "nice if it happens" sort of thing. If your opponent is in the vicinity of the explosive when it's about to go off, be ready to capitalize with Quick Shot (Hunter) for a big combo!



Ragtime Shot (Kamikaze): After this attack is fired into the air, it releases a volley of arrows that rain down on your opponent at a steep angle, covering the far third of the screen with projectiles. This attack is mainly used to prevent attacks from characters jumping forward, while Hawkeye fires standing H projectiles at his target from across the screen.

If Ragtime Shot (Kamikaze) makes contact with your competitor in the air, they are placed back into Hawkeye's optimal range and forced to guard a standing H arrow, which you can also cancel into Quick Shot (Spritzer) for big chip damage!

Kamikaze is one of the most important tools in Hawkeye's arsenal because combining standing H arrows into Ragtime Shot (Kamikaze) with crossover assists mixed in keeps the opposing character away from Hawkeye while causing tons of chip damage! The amount of chip damage caused by Kamikaze depends on where the opponent is and how the arrows randomly fall, but if a foe is forced to block all hits of Kamikaze, it can deal up to 67,500 points of chip damage!



Ragtime Shot (Balalaika): This attack fires three arrows straight into the air, which arc at around the peak of super jump height before dropping down, covering the far third of the screen in arrows. This attack is best used as a guess to keep opponents from super jumping toward Hawkeye, since it stops any super jumping character from being able to advance, keeping them in Hawkeye's optimum range. Balalaika only deals 27,000 points of chip damage, however, and it should only be used as a predictive move against competitors looking to super jump away from Hawkeye's barrage of arrows.



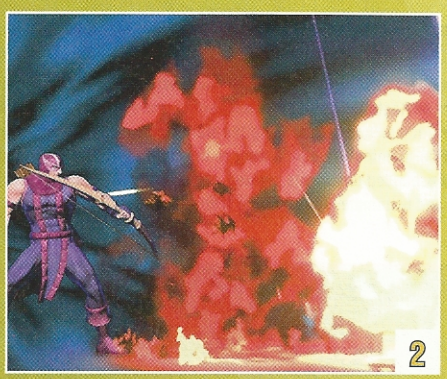
Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gimlet (in air OK)	↓↙→ + ATK ATK	1	250,000	8+1	—	50	-8	-29	Projectile has 3 high priority durability points, piercing
2	Kiss of Fire	→↓↙ + ATK ATK	7	50,000 per arrow	9+1	—	58	—	—	OTG-capable, 7 projectiles with 3 high priority durability points each
3	Tag Team Special (Level 3 Hyper Combo)	↓↗← + ATK ATK	4	430,000	10+1	37	37	—	-45	OTG-capable, frames 1-19 invincible



Gimlet: During this hyper combo, Hawkeye quickly fires an incredibly fast arrow at his opponent's position, no matter where they are on screen, making it an excellent tool that you can use on reaction to punish nearly anything your rival does because it instantly homes to wherever the opposing character is! Hawkeye can evade his adversary's attacks, then quickly strike back with Gimlet from wherever he is, even at super jump height against a grounded attacker. Gimlet itself doesn't inflict much damage and its damage is concentrated in a single hit, causing its damage to scale fairly heavily and making it a relatively mediocre combo ender. The optimal way to use Gimlet is to punish your opponent's whiffed attacks, following it up with a suitable THC hyper combo.

Be careful when using Gimlet in the corner: ending combos against a cornered competitor with Gimlet can often put Hawkeye in a position to be punished, as it has a frame disadvantage of -8 even on hit! When ending combos in the corner, make sure Hawkeye has enough meter to follow up Gimlet with a THC to ensure that Hawkeye stays safe after landing this hyper combo.



Kiss of Fire: When this hyper combo is performed, Hawkeye fires numerous, OTG-capable explosive arrows into the air that then fall on to the ground, one after another, covering the playing field in projectiles. Kiss of Fire is best used to push opponents away from Hawkeye while also dealing chip damage, since while the arrows are falling, you can tack on additional standing H arrows canceled into a Quick Shot attack to push an adversary farther away while inflicting chip damage. If Kiss of Fire hits an opponent, you can easily tack on Gimlet for an extra chunk of damage.

While it looks similar to Magneto's Magnetic Shockwave, this hyper combo cannot be used in certain situations where that hyper combo excels. If the opposing character is too close to Hawkeye, they can throw him, negating the hyper combo as they become invincible to the arrows as they rain onto the ground. Also, once the arrows hit a competitor or an assist, they immediately explode; if the arrows hit an assist, the assist shields the point character by taking all hits of the super, allowing the point character to move in and punish Hawkeye.



Tag Team Special: In this level 3 hyper combo, Hawkeye jumps into the air and shoots an arrow onto the ground, creating a cloud of smoke that can hit his foe. If an opponent is hit, Hawkeye enlists the help of fellow Avenger Ant Man to pummel the attacker and inflict huge amounts of unscaled damage! During Tag Team Special, Hawkeye is completely invincible and fairly fast, so you can use it as a last-ditch, defensive counter-measure. Tag Team Special is also OTG-capable, allowing Hawkeye to end combos with it, which is also his only way to inflict really big damage. However, beware if your competitor blocks Tag Team Special, as Hawkeye is incredibly unsafe if blocked.

"YOU'RE NOT BRASH IF YOU CAN BACK IT UP."

Battle Plan



Hawkeye's ranged game revolves almost entirely around standing (H) used with long range crossover assists.



After making contact with a standing (H) arrow, canceling into Ragtime Shot (Kamikaze) almost guarantees that your opponent will not be able to advance for a brief moment.

Your goal with Hawkeye is to keep adversaries away from him at all times. His strengths lie in being able to deal large amounts of chip damage from fullscreen distances with a variety of arrow attacks; once opponents get in, those arrow attacks become ineffective. As such, you must prevent your rival from moving forward at all costs.

When choosing an assist for Hawkeye, note that he is best when teamed up with an assist who can supplement his onslaught of projectiles like Doctor Doom—α or Arthur—β. These assists not only add chip damage on to Hawkeye's projectile assault, but they also fill in holes in Hawkeye's offense, allowing you to keep opponents locked down without a chance to escape.

All of Hawkeye's offense revolves around the usage of his standing (H) arrow attack, which is a fast, cancelable projectile that inflicts chip damage and allows you to tack on additional arrow attacks from across the screen. To keep offense working effectively, press (H) while simultaneously calling a long range crossover assist, then cancel to Quick Shot (Greyhound) or (Spritzer) to deal big chip damage while keeping your adversary away and keeping Hawkeye safe. Note that some characters can avoid Greyhound and Spritzer by crouching; if they can, use Quick Shot (Hunter) instead. It doesn't do as much chip damage, but it keeps rivals from advancing to Hawkeye's position.

After the Quick Shot makes contact with the target, your crossover assist's attack should begin making contact, further pinning the opponent in place. From here, you can add on another standing (H) attack canceled into Ragtime Shot (Kamikaze) to prevent the your foe from moving forward.

From here, Hawkeye's offense can stall, and your opponent has a chance to attack, so you have to make a choice while the crossover assist is recharging—if you think your competitor is going to approach by the air, jump backwards and use air Quick Shot (Greyhound) to push your challenger back. While this still doesn't give you enough time to fully recharge the most recently used assist, your other assist may be ready for action; if that assist is also a long range assist, simply press (H) and the assist button again, and resume your fullscreen space control. If you think your opponent may approach on the ground, fire off standing (H) canceled into Quick Shot. This won't push the opposing character back very far, so you'll generally have to shift into the medium range mindset afterwards.

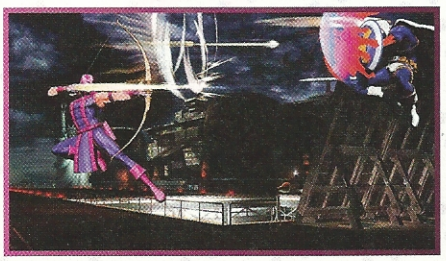
Unfortunately for Hawkeye, the height that the standing (H) arrow flies is somewhat random: if the arrow is angled too high, many characters can crouch directly under the projectile. You'll have to put in a bit more effort by manually aiming the arrow downward, right before releasing it. To guarantee a properly aimed standing (H), press (H) and hold it very briefly while inputting the ↓ ↘ → motion for Quick Shot, then immediately release (H). If performed correctly, Hawkeye aims the arrow downward very slightly, preventing any characters from crouching under it.

If any of the above tactics hit the opposing character, you can react and hyper combo cancel to Gimlet (and THC if applicable), getting big damage and forcing your foe back into a position where they must defend against Hawkeye's projectiles.

Like many zoning characters, Hawkeye's long range offense struggles against teleport-enabled characters. To keep Hawkeye safe against teleporters, you'll want to stick with only using standing (H) and crossover assists; don't cancel into Quick Shots or Ragtime Shots, since teleporting characters can bypass Hawkeye's projectiles and punish him while he's defenseless. Since standing (H) is cancelable, Hawkeye can remain safe while firing arrows by canceling the standing (H) into Trick Maneuver if you see the opposing character teleport. If your adversary only has teleports that appear in the air like Dante and Dormammu, it's a little safer to fire Quick Shot and Ragtime Shot arrows; if you see the teleport, instantly react by hyper combo canceling Quick Shot into Gimlet. You can do this against grounded opponents, as well. However, while Gimlet is safe against airborne competitors, it's generally unsafe against grounded characters even on hit, unless Hawkeye has the meter and teammates remaining to follow Gimlet with a THC.

Once your challenger has broken through Hawkeye's long range offense, everything starts to become much more risky. A single wrong guess puts Hawkeye in a position for punishment. You have to be a bit more *slippery* at this range and attempt to increase the distance between Hawkeye and his adversary.

At medium ranges, standing (H) while calling crossover assist is still strong, but if you see your rival jump over it, you'll need to be ready to cancel into Trick Maneuver L at a moment's notice to get away from your foe. In cases when you don't have an assist ready, cancel to Trick Maneuver L anyway to increase the distance so you can get back to shooting projectiles at your target.



Jumping back and using Quick Shot (Greyhound) is the most reliable anti-air Hawkeye has outside of air throw range.



Trick Maneuver H is vital to get behind opponents and draw them away from the corner; call a crossover assist first both to make it safe and a sneaky cross-up!

Up close, Hawkeye is very weak to jumping opponents. While standing (M) occasionally works as an anti-air, it isn't consistent, and Hawkeye stands to take incredible damage if it fails. Outside of air throw range, jumping backwards and using air Quick Shot (Greyhound) is Hawkeye's most reliable anti-air. If an attacker jumps while you're firing Greyhound, they'll be stuck in blockstun long enough for you to tack on an additional standing (H) canceled into another Quick Shot or a Trick Maneuver to create more distance from your opponent.

If you have Hawkeye jump backwards and his competitor isn't in the air with him, you can still convert the situation into an opportunity by firing off a late Greyhound or air (S), depending on distance. If it hits, you can convert into a combo by using standing (H) canceled into Quick Shot (Hunter) from far or ↙ + (H) (Slide) into (S) launcher when close!

However, when at medium range, your main focus should be using Trick Maneuver to create a cross-up situation and to escape from the corner. This is best accomplished by using Slide while simultaneously calling an assist, then canceling the Slide into Trick Maneuver H without releasing a Trick Shot. Your assist then crosses up your rival, and if it hits, you can convert into a combo! If the assist doesn't hit, you'll have frame advantage, allowing you to perform a guarded chain combo into Trick Maneuvers L to increase distance from your foe.

If you don't have a crossover assist available, use Slide into Trick Maneuver H, then attack from the other side with Trick Shot (Rusty Nail); this leaves Hawkeye at nearly even frame advantage, although this isn't necessarily recommended since Hawkeye excels when at long ranges, not so much close range. As such, it's generally better not to use Trick Maneuver H to jump over your opponent unless you have an assist ready, with an exception being if Hawkeye is in danger of being trapped in the corner.

Kiss of Fire is a reliable way to force your adversary backwards because Kiss of Fire projectiles move down the screen in sequential fashion, one after the other, and they can carry guarding or hit opponents all the way across the playing field! However, Kiss of Fire cannot be used when the target is too close, as they can throw Hawkeye out of the attack's startup before the arrows come in to play. After the arrows are guarded, use standing (H) combined with a crossover assist and resume fullscreen offense. This attack costs a bar, so try to get by without it. However, it's Hawkeye's most reliable option in many situations.

Hawkeye's defensive options aren't great, so you could be in trouble when opponents do manage to get near Hawkeye and force you to guard. When on defense, you should look for guaranteed chances to use advancing guard to push the opposing character away and look for opportunities to air throw or use Slide with an assist call, canceled into Trick Maneuvers H. Super jumping forward can be ok in a bind, but you'll almost definitely land into another mix-up when coming down, so only use it when in a severe emergency.

Using Hawkeye's (S) launcher isn't terrible as a panic button to catch both aerial and grounded adversaries, but it is crazy unsafe if guarded and should only be used as a last ditch attack. Using a crossover assist simultaneously helps mitigate risk, but throwing out a random (S) should only be used in the most dire of situations.



Quick Shot (Spritzer) absolutely dominates most long-range firefights!

Against most characters, Hawkeye can easily dominate a long range firefight due to the sheer volume of projectiles you can throw out at a time with him. While you are in a projectile war, you can generally treat the battle like any other match by liberally firing standing H arrows canceled into Quick Shot (Spritzer), since this move overpowers any low priority projectiles and continues on to hit Hawkeye's opponent. If you see a Quick Shot projectile hit, hyper combo cancel into Gimlet for good, fullscreen damage. Also, when in a firefight, make sure to call projectile assists often, as their added firepower can help wear down your adversary more quickly.

Hawkeye's arrows generally only cover the horizontal space in front of him, so you should take extra precaution when opposing characters take to the air. The best way to keep rivals on the ground is by mixing in Ragtime Shot (Balalaika), which hits most characters from a fullscreen distance away. If a competitor does manage to get into the air, Hawkeye is not helpless, however. Against opponents who fire angled projectiles from normal jump height, like Morrigan and Taskmaster, preemptively jump and meet them in the air with Quick Shot (Hunter), which can lead to a big damage combo once Hawkeye reaches the ground! When fighting characters like Trish, who fire angled projectiles from super jump height, Quick Shot (Hunter) cannot be used because the opponent will break free of Hunter's net before Hawkeye reaches the ground. Instead, use Quick Shot (Greyhound) in those situations to score some quick damage while knocking your foe back to the ground.

Hawkeye can also instantly punish all normal projectiles by firing off Gimlet, if you have the bar to burn. This projectile is fast enough to hit any character out of the startup of their projectiles, making it a useful tool to win firefights against characters with medium durability projectiles that can overpower Quick Shot (Spritzer).

While Hawkeye can generally come out ahead of most other characters in a long range firefight, most long range characters also have access to a projectile hyper combo that can swiftly put an end to Hawkeye's projectile assault. Unfortunately, Hawkeye doesn't have many ways to defeat projectile hyper combos other than baiting his opponent into using them. If you think a random hyper combo might be coming, super jump to avoid it entirely, and then punish with a quick Gimlet. Most supers can even be punished when they are guarded because Gimlet is so fast, but it would be wiser to avoid the chip damage altogether.



COMBO USAGE

I. CR. L, M, ↘ + H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, ↓ ↙ ← + H (DURING TRICK MANEUVER) M, LAND, CR. H, ↘ + H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, {↓ ↙ ← + L (DURING TRICK MANEUVER) L CANCEL ↓ ↘ → + ATK ATK} OR {↓ ↙ ← + ATK ATK}

491,600~819,800 damage (first variation is 581,600 after poison runs its course), 10% meter loss

As a pure zoning character, Hawkeye's combos deal less than average damage, since he is expected to get most of his damage by chipping away at his opponent with projectiles. When you do get a chance to land a clean crouching L, you can at least convert it into decent damage.

When Hawkeye is near the corner, you must dash backwards before doing Trick Shot (Ice Breaker) to ensure it hits. To help with timing, input ←, ↓ ↙ ← when performing Trick Maneuver L to easily create the proper spacing needed to OTG with Ice Breaker.

Ending the combo in the corner with Gimlet should only be performed if it will K.O., since some characters can punish Gimlet even on hit. In most situations, it's better to simply end the combo with Violet Fizz, back up, and reestablish Hawkeye's projectile pressure.

If the initial hits are guarded, cancel into Trick Maneuver L and use Trick Shot (Rusty Nail) to stay safe and create some distance from your adversary. Alternatively, call a crossover assist simultaneously with Slide and cancel into Trick Maneuver H for a cross up attempt (and to get away from the corner). If your rival is in the corner, this tactic won't work because Trick Maneuver H cannot cross up an opponent in the corner.

II. ST. H CANCEL ↓ ↘ → + L CANCEL ↓ ↘ → + ATK ATK

375,400 damage, 84% meter loss

This is an easy, verifiable fullscreen combo from standing H. Since Gimlet is so fast, you can delay hyper combo canceling until you're absolutely sure the Quick Shot hits.

If you have a partner with a long range hyper that can hit the target from the distance you're at when performing this combo, cancel Gimlet into a THC to add additional damage. Not bad for a fullscreen projectile!

III. ST. H CANCEL ↓ ↘ → + M, ST. H CANCEL ↓ ↘ → + M, ST. H CANCEL ↓ ↙ ← + M (DURING TRICK MANEUVER) L CANCEL ↓ ↘ → + ATK ATK

417,800 damage (507,800 after poison distributes), 74% meter loss

This is a much bigger combo from fullscreen, useful in situations when you think the opposing character might dash into standing H or if you have a guaranteed fullscreen punish.

After Quick Shot (Hunter) grabs the foe, linking the next standing H is fairly difficult; the timing window is only 4 frames long, and the recovery on Hunter is somewhat misleading. The linked standing H must be canceled into Hunter as soon as possible to ensure that this full combo connects.

It's best not to guess with this combo, as Quick Shot (Hunter) does far less chip damage than Quick Shot (Greyhound) and (Spritzer), so only try for this combo in guaranteed situations.

COMBO USAGE CONT.

IV. THROW OR AIR THROW, ↓↙←+H (DURING TRICK MANEUVER) M, LAND, {ST. H CANCEL ↓↘→+M} X 3, {↘+H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, ↓↙←+L (DURING TRICK MANEUVER) L CANCEL ↓↘→+ATK ATK} OR {CANCEL ↓↙←+ATK ATK, ↓↘→+ATK ATK}

357,900~484,800 damage (first variation is 447,900 after poison distributes), 22~159% meter loss

After doing ↓↙←+H CANCEL M, you must time Ice Breaker very low to the ground to give yourself enough time to link standing H afterwards.

V. (REQUIRES CORNER) FRONT THROW, {ST. H CANCEL ↓↘→+M} X 6, CR. H, ↘+H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, ↓↙←+L (DURING TRICK MANEUVER) L CANCEL ↓↘→+ATK ATK

358,700 damage (448,700 after poison distributes), 4% meter gain

When you're very close to your adversary, Quick Shot (Hunter) loops are much easier and can lead to bigger much bigger damage.

VI. (AGAINST AIRBORNE ENEMY) FORWARD JUMP, AIR M, H (2 HITS) CANCEL ↓↘→+M, {ST. H CANCEL ↓↘→+M} X 3, ↘+H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, {IF ENEMY IS CORNERED, BACKWARDS DASH, ↓↙←+H (DURING TRICK MANEUVER) L CANCEL ↓↘→+ATK ATK} OR {IF MIDSCREEN, →↓↘+ATK ATK, ↓↘→+ATK ATK}

484,000~536,500 damage (first variation is 574,000 after poison distributes), 15~118% meter loss

This combo is best used when your opponent is normal jumping toward Hawkeye, and he can meet them in the air with jumping air M.

Verify to see if the first two attacks of this combo are guarded. If so, chain into air S instead of performing Quick Shot (Hunter) to remain safe. If the first two attacks hit, cancel into Quick Shot (Hunter) and punish your competitor with a decent air-to-air combo!

VII. CR. L, M, ↘+H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, FORWARD DASH, ↓↙←+L (DURING TRICK MANEUVER) L CANCEL ↓↘→+ATK ATK CANCEL [X-FACTOR], LAND, ↘+H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, BACKWARDS DASH, ↓↙←+H (DURING TRICK MANEUVER) M, LAND, S CANCEL VERTICAL SUPER JUMP, AIR H (2 HITS) CANCEL ↓↘→+ATK ATK

825,500~949,600 damage, 93~72% meter loss

This is a fairly standard X-Factor combo, but it should only be used when it will K.O. the opposing character. At maximum damage, this combo isn't enough to kill several characters, so be sure that your opponent has been weakened enough for this combo to put them out of commission.

Before activating, perform Trick Shot (Violet Fizz) as quickly as possible so Gimlet hits close enough to the ground for the X-Factor cancel into Slide to work. If executed too slowly, your rival recovers, and you'll have wasted your X-Factor activation.

VIII. ST. H CANCEL ↓↘→+M, ST. H CANCEL ↓↘→+M, ST. H CANCEL ↓↘→+L CANCEL ↓↘→+ATK ATK CANCEL [X-FACTOR], ST. H CANCEL ↓↘→+L CANCEL ↓↘→+ATK ATK

690,500~770,500 damage, 147~141% meter loss

You can perform this X-Factor combo from fullscreen, giving Hawkeye a chance to put a pesky character away off of a standing H. This combo doesn't do huge damage, however, so make sure your target will be knocked out before activating X-Factor.

ADVANCED TACTICS

TAKE OVER THE SKIES!



With the proper timing, you can use Hawkeye's charged standing H shot to cover several angles!

When you hold H while performing standing H, you can aim the direction of the arrows by inputting up or down during the charging period.

Unfortunately, aiming these arrows is fairly difficult because aiming is very sensitive; releasing the arrows at the wrong time can cause all three arrows to shoot harmlessly into the ground!

However, pressing up at the last second allows you to aim arrows in a wide spread that not only sends an arrow toward grounded opponents, but also sends arrows both at normal jump and super jump height!

The best way to guarantee this powerful spread is to find a timing aid: tap the controller, hit extra buttons, or just count in your head! The best way to remember the timing is to find something that works for you, so experiment!

Charging standing H does take time, however, so call a crossover assist during the long startup of standing H to protect Hawkeye, or cancel the shots into a Quick Shot attack or Trick Maneuver L to maintain safety.

SIDEBUSTIN'



Gimlet is incredibly fast and can be performed in the air. Using it immediately after tagging in Hawkeye with a crossover counter is often free damage!

When a crossover counter is performed, the character who has been tagged in first appears in the air before performing their crossover attack. While in the air, you can hyper combo cancel into an aerial hyper combo to attack your foe while their attack is still recovering!

Since Gimlet is super fast, hyper combo canceling into Gimlet when performing a crossover counter to Hawkeye often results in guaranteed damage because your adversary must be attacking in order for you to perform the crossover counter.

If you have the meter to spare, you can THC to another hyper combo to do big damage off of a blocked attack, or activate X-Factor after releasing Gimlet to get a sudden surprise K.O.!

COMBO APPENDIX

GENERAL EXECUTION TIPS

During corner combos, you'll need to have Hawkeye dash backwards before using Trick Shot (Ice Breaker); otherwise, the move goes completely behind the opponent

When performing Quick Shot (Hunter) loops, press standing H a little earlier than you think you are able to

After ground bouncing adversaries with Trick Shot (Ice Breaker), omit the crouching H and just use Slide to make the combo a little easier

AS HAWKEYE COMES IN: AIR M, M, S, LAND, ↓↙← + H (DURING TRICK MANEUVER) M, LAND, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, ↓↙← + L CANCEL ↓↘→ + ATK ATK

Notes	Damage
↑ + S or → + S or ↓ + S TAC to Hawkeye	Varies based on damage scaling

ST. H CANCEL ↓↘→ + M, ST. H CANCEL ↓↘→ + M, ST. H CANCEL →↓↘ + M CANCEL ↓↘→ + ATK ATK, ↓↘→ + ATK ATK

Notes	Damage
Requires corner, must be at a distance from the foe. After canceling into →↓↘ + M, super cancel into ↓↘→ + ATK ATK as soon as Hawkeye releases the upward arrows	595,200 damage, 62% meter loss

(CORNER REQUIRED, OPPONENT MUST BE CROUCHING) CR. L, ST. M, → + H CANCEL ↓↙← + L CANCEL L, LAND, CR. L, M, ↘ + H, S CANCEL SUPER JUMP, AIR M, M, H, S, LAND, BACKDASH, ↓↙← + H CANCEL M, LAND, ↘ + H, S CANCEL SUPER JUMP, AIR M, M, H, S, LAND, ↓↙← + L CANCEL L CANCEL ↓↘→ + ATK ATK

Notes	Damage
A corner poison combo, works against smaller crouching characters	538,900 damage, with an additional 90,000 points of poison damage

ST. H CANCEL ↓↘→ + M, ST. H CANCEL ↓↘→ + M, ST. H (CALL M.O.D.O.K. — γ) CANCEL ↓↘→ + M, {ST. H CANCEL ↓↘→ + M} X 3, WAVEDASH FORWARD TWICE, ↘ + H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H (2 HITS), S, LAND, ↓↙← + L (DURING TRICK MANEUVER) L CANCEL ↓↘→ + ATK ATK

Notes	Damage
A long range combo that uses an assist to keep Quick Shot (Hunter) loops going for several repetitions	499,500 damage, 0% meter loss

NEW

IRON FIST

"THE SCRIBES IN K'UN-LUN WILL WRITE OF THIS BATTLE FOR YEARS TO COME."



Bio

REAL NAME

Daniel "Danny" Thomas Rand-K'ai

OCCUPATION

Adventurer, formerly co-owner of Rand-Meachum, Inc.

ABILITIES

Master of hand-to-hand combat, specializing in close combat. Having mastered the secret arts of the K'un-Lun, he can harness his spiritual energy, or "chi". He can also use his powers to heal people.

WEAPONS

None

PROFILE

Having studied martial arts in the mystic city of K'un-Lun for 10 years, Daniel was their strongest student. Defeating the dragon known as Shou-Lao the Undying, he gained the title of Iron Fist. He is good friends with fellow martial artist hero Luke Cage.

FIRST APPEARANCE

Marvel Premiere #15 (1974)

POWER GRID

- 3 INTELLIGENCE
- 2 STRENGTH
- 2 SPEED
- 3 STAMINA
- 3 ENERGY PROJECTION
- 6 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	**1,000,000**
Chain Combo Archetype	**Hunter Series**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

Iron Fist appears in *Ultimate Marvel vs. Capcom 3* as an out-and-out brawler, armed with a class of moves that seem instantly familiar to fans of Fei-Long, Karin, Rolento, and Yang. The Rekka Ken finally comes to *MvC*! Well, sort of: naturally, since this is *MvC*, Iron Fist's "Rekkas" are intended for combos and mix-ups, rather than to be used in the same kind of measured, counter-poking way Yang and Fei-Long apply their ↓ ↘ → + ATK x3 attacks. In this way, he's a bit more like Street Fighter Alpha 3's Karin than the others. Also, Iron Fist has eight of these moves!

Your goal when playing with Iron Fist should be to achieve point-blank range with frame advantage. Why?

More than any other aggressive character, Iron Fist is lacking in the non-universal options department for movement. No airdash, no teleport, no flight, no roll; the only special Iron Fist has to move him an appreciable distance is Rising Fang, which can only be accessed in a sequence of moves, and while his Iron Rage hyper combo travels forward quickly, it costs meter and it's unsafe guarded. Otherwise, Iron Fist can dash, wavedash, jump, and wall jump, and that's it

Iron Fist lacks a quick opening high/low mix-up (or a comparable left/right side switch trick). Only crouching H, S launcher, and ↓ ↙ ← + L Dragon Tail are low-hitting attacks, and none of these attacks makes a good opening gambit on its own; in order to mix up an opponent, Iron Fist must have already attacked, essentially

At close range, you can work on coaxing out and taking advantage of your adversary's bad defensive reactions. How do you get there?

By having Iron Fist carefully dash, wavedash, and jump toward the opposing character, when backed by crossover assists

By aggressively going for air throws and cross-up air H

By staying twitchy, always ready to unleash the invincible Iron Rage hyper combo right through your opponent's attacks on reaction (see also: Spencer's Bionic Lancer)

By either patiently avoiding your rival's efforts to keep Iron Fist at bay with projectiles, or nullifying them with ← + H Dual Palm or Chi

Finally, you've closed the distance and achieved close range against your foe. How do you crack their shell?

By delaying chain combos and tricky Rekka special moves in close, exploiting your opponent's natural desire to press buttons either for advancing guard, or to take back initiative by attacking in perceived gaps in your offense

By forcing your competitor to respect the low attacks Iron Fist does possess by occasionally opening up with a naked sweep rather than a chain combo into sweep, and by varying between ↓ ↙ ← + L (which hits low) and ↓ ↙ ← + M (which is an overhead) when the chance presents itself

By filling gaps in your offense with Chi activations; these quick power-up actions each make Iron Fist much more powerful in different ways, and they actually have a substantial super armor period, meaning they can function like parries up close

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	45,000	360	5	2	11	+3	+1	Chainable into L attacks
2	Standing M	1	73,000	584	7	4	16	+1	-1	—
3	Standing H	1	83,000	664	11	5	19	+2	0	—







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	43,000	344	5	2	12	+2	0	Chainable into L attacks
2	Crouching M	1	70,000	560	8	4	17	0	-2	—
3	Crouching H	1	75,00	600	10	4	25	—	-5	Low attack







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	90,000	720	12	2	27	—	-5	Launcher, not special- or hyper combo-cancelable, cannot juggle airborne opponents, low attack!



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	50,000	400	6	8	12	+14	+12	Overhead attack
2	Air M	1	65,000	520	8	3	20	+19	+17	Overhead attack
3	Air H	1	80,000	640	9	3	29	+20	+17	Overhead attack







Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	83,000	664	10	4	27	+18	+16	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ↑ + (S) (during launcher combo)	2	105,00	880	9	3	29	—	—	Tags in next available ally while lofting opponent upward
3	Air → or ← + (S) (during launcher combo)	2	95,000	800	8	3	20	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ↓ + (S) (during launcher combo)	2	95,000	800	10	4	27	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar









Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dual Palm	← + (H)	1	70,000	560	9	4	21	+4	+2	Nullifies medium priority beams and projectiles
2	Quick Kick	→ + (H)	1	80,000	640	12	7	25	-6	-8	Jump-cancelable





Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	→ + (H) (ground)	2	80,000	800	1	1	Hard knockdown
	← + (H) (ground)	1	80,000	800	1	1	Hard knockdown
2	→ + (H) (air)	2	80,000	800	1	1	Hard knockdown
	← + (H) (air)	1	80,000	800	1	1	Hard knockdown





As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Iron Fist—α	Iron Rage	Dragon's Touch	1	100,000	800	34	2	125	95	Crumples grounded foe, hard knockdown against airborne rival
2	Iron Fist—β	Iron Rage	Crescent Heel	1	85,000	680	45	5	119	89	OTG-capable, ground bounces adversary, overhead attack
3	Iron Fist—γ	Iron Rage	Rising Fang	1	130,000	1040	34	10	122	92	Wall bounces competitor, destroys low priority projectiles, mutually nullifies medium priority projectiles







Iron Fist—α causes a crumple stun against grounded enemies and a hard knockdown against airborne ones; either way, you can capitalize with a combo. The range is pitiful, but it is at least faster than Iron Fist—β.

Iron Fist—β has a few appealing properties. It's both OTG-capable and a close range overhead—in some ways, this seems like a high-hitting counterpart to Wesker—β. However, Crescent Heel has much less range than other OTG-capable and/or overhead assists. It's also noticeably slower than the fastest OTG assists. Coupled with the small range, this means some characters have trouble applying Iron Fist—β to extend combos even after throws and simple flying screen enders.

Iron Fist—γ sends Iron Fist soaring forward with a wall-bouncing kick. During active frames, this kick can plow through any low priority projectiles; it mutually nullifies with any medium priority projectile. Unless you are desperate for a close range crumple, overhead, or OTG assist, this is his best overall assist. He hits very quickly out to about half of the screen distance, and after that, he continues to travel the full length of his kick arc, like he does during the special move version. He's completely vulnerable at this time, although (amusingly) if you're aiming Iron Fist—γ at the right distance from an opponent (from close range to midscreen distance), then he will almost always rocket completely over their heads and land *off screen* behind them, making him functionally unpunishable! His rising trajectory at the beginning of the move means he'll whiff over many crouching characters from only a few steps away, but if your challenger is crouching in anticipation of this Iron Fist assist, then they are susceptible to overheads.

Although none of Iron Fist's assists is invincible when used as crossover counters, with two bars of meter, you can achieve the same effect by countering in Iron Fist, then *immediately* canceling to Iron Rage the instant he touches the ground. You can even do this with Iron Fist—γ. Since he's invincible while countering in and invincible during Iron Rage, the only vulnerable period is any gap you leave between landing and starting the hyper combo. If your opponent is still recovering from whatever they did that you countered, Iron Rage is assured of hitting.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↙←+P1=P2	1	50,000	500 (-1 hyper meter bar)	2	7	16	—	+1
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Lotus Whip	↓↙←+L	1	80,000	640	15	3	21	+2	0	—
2	Dragon's Touch	↓↙←+M	1	100,000	800	10	2	39	—	-17	Crumples grounded foe, hard knockdown on airborne opponent
3	Surging Fist	↓↙←+H	1	115,000	920	20	3	28	—	-7	Hard knockdown
4	Wall of K'un-Lun	(after 2nd special move) ↓↙←+S	1	130,000	1040	15	5	41	—	-22	Wall bounces rival, hard knockdown, frames 5-17 super armor
5	Chi L	→↓↙+L	—	—	—	1	—	29	—	—	Frames 5-20 super armor, Iron Fist gains 20% increasing damage, lasts 300 frames
6	Chi M	→↓↙+M	—	—	—	1	29	—	—	—	Frames 5-20 super armor, Iron Fist takes 20% less damage, lasts 300 frames
7	Chi H	→↓↙+H	—	—	—	1	29	—	—	—	Frames 5-20 super armor, Iron Fist gains 20% more hyper gauge from attacks, lasts 300 frames
8	Dragon Tail	↓↗←+L	1	70,000	560	13	3	25	-2	-4	Low attack
9	Crescent Heel	↓↗←+M	1	85,000	680	21	5	33	—	-14	OTG-capable, overhead attack, ground bounces competitor
10	Twin Snakes	↓↗←+H	2	101,000	880	15	3(3)4	36	—	-16	Knocks down
11	Rising Fang	(after 2nd special move) ↓↗←+S	1	130,000	1040	20	10	33	—	-19	Wall bounces target, destroys low priority projectiles, mutually nullifies medium priority projectiles

Iron Fist's "Rekka" specials (so called because of the similarity to Fei-Long's classic three-stage rushing punch Rekka Ken) are all executed with quarter-circle motions. You can make Iron Fist seamlessly cancel between up to three Rekka specials, as though he were simply chain canceling basic attacks. This eliminates the long recovery periods of most of the Rekkas, and it allows all of them to combo together. It also enables mix-ups, since you can cancel into high or low-hitting attacks, or ones with brief super armor. There are eight in all; a different one for each combination of ↓↙← or ↓↘→ with each attack button, and two more that are executed with ↓↘→ or ↓↙← + S and are only possible as the third Rekka special in a sequence. After three Rekka specials, the third cannot be canceled into another Rekka (though it's still hyper combo-cancelable). In addition to canceling Rekka-type specials into more Rekkas, you can also cancel them into Chi activations.


1

Lotus Whip: Lotus Whip is Iron Fist's safest special move. If blocked, it leaves him frame neutral—neither he nor his opponent has frame advantage. In contrast, every other special move that Iron Fist has leaves him at a mild to gross frame disadvantage. When Rekka chains are blocked, Lotus Whip is the only safe third-Rekka-move finisher. It provides no mix-up potential, but it at least keeps Iron Fist in close proximity if the challenger guards and doesn't happen to pushblock. Using Dragon Tail or Crescent Heel (or Wall of K'un-Lun) as the third blocked Rekka is trickier, but it is riskier, as well (the former two might fool the opponent's guard, while the latter might absorb and plow through their counter poke if they try one).

Like the rest of Iron Fist's specials, Lotus Whip is also a staple of his combos. It's the most consistent of the Rekka moves to use as a first or second stage, so when in doubt early in the match, you should choose Lotus Whip. Other specials make much better third stages when you're actually hitting your rival.

From just outside the range of Lotus Whip, you can use the move as a sort of feint: whiff Lotus Whip in your foe's face, then immediately cancel into ↓↙← + L Dragon Tail, which hits low. This trick is most viable when your opponent is busy blocking your assist from a few steps away.


2

Dragon's Touch: Iron Fist unleashes his version of a one-inch gut punch. The range is miniscule, but Dragon's Touch crumples grounded enemies on contact! (Against airborne or juggled foes, it causes a hard knockdown.) Dragon's Touch is best used in combos, where it opens up many possibilities. You can make Iron Fist activate Chi L or H (for a damage or meter building boost) and still have plenty of time to continue the combo. You don't even have to cancel from Dragon's Touch to Chi; Dragon's Touch can fully recover, then you can perform Chi, and you'll STILL have time to strike the crumpling adversary. You can even hold down P1+P2 immediately after landing Dragon's Touch, and Iron Fist will tag out to the chosen teammate while the opposing character is still slumping to the ground! In this way, similar to some characters like She-Hulk, you can start combos with Iron Fist and hand them off to teammates without spending hyper meter on THCs, and without taking a chance on your competitor successfully breaking your TAC.


3

Surging Fist. Surging Fist is a two-sided palm strike that sends adversaries into a hard knockdown on contact. After landing Surging Fist, there's time to dash forward and OTG with ↓↙← + M Crescent Heel to pop your rival right back up into a hyper combo or another Rekka sequence. Surging Fist is relatively slow to start for what it looks like and is horribly unsafe when guarded, so save it for the third stage of Rekka combos when you're going after a hard knockdown.


4

Wall of K'un-Lun: After Iron Fist performs the first and second stage of a Rekka sequence (which can be made up of any two of his six Rekka attacks that are performed with a basic attack button), he's charged to perform a special Rekka ender, of which he has two: Wall of K'un-Lun with ↓↘→ + S, and Rising Fang with ↓↙← + S. Wall of K'un-Lun is a tremendous shoulder check that causes a wall bounce on contact. Naturally, this allows you to perpetuate the combo with more juggles, or use the Volcanic Roar hyper combo.

If you initiate a Rekka sequence that is guarded, Wall of K'un-Lun can make a slightly effective delayed Rekka ender, because it has super armor that begins on frame 5 and extends all the way into K'un-Lun's active frames. If the slight delay before K'un-Lun baits your competitor into pressing a button, their attack is eaten up, and Iron Fist slams them into the wall. This is naturally very unsafe if guarded, so use this tactic sparingly just to remind your opponent that you have it (unless they have bad habits and try to attack right away whenever they can; in which case, knock yourself out shooting Wall of K'un-Lun into their face). If it's guarded, be prepared to cancel to Iron Rage, then to THC away to a teammate's safer hyper combo. Just as you canceled into Wall of K'un-Lun late, hyper cancel into Iron Rage late, as well; as the super armor on K'un-Lun may eat up the opponent's overeager pokes, the invincibility at the beginning of Iron Rage can do the same thing. When you perform a guarded Rekka sequence into delayed Wall of K'un-Lun, then delayed Iron Rage, you're essentially giving the opposing player multiple chances to make a fool out of themselves. Getting them to eat this even just once or twice can cause them to hesitate up close against your unpredictable Iron Fist from then on, basically.

Chi: Many characters have power-up hypers that grant them special abilities and stat bonuses for five or ten seconds, like Morrigan's Astral Vision or Ryu's Hado Kakusei. In the Chi series of special moves, Iron Fist has three different five-second power-up states, and they don't cost him any meter! Chi is activated with →↓↘, followed by an attack button. The attack button used determines which power-up state Iron Fist enters:

Chi L causes Iron Fist's fists to glow red, and it confers a 20% damage boost to him; an ideal time to activate this is just after hitting the target with Dragon's Touch for a crumple, but before continuing the combo

Chi M causes Iron Fist's fists to glow blue, and it reduces the damage he takes by 20%. Whenever Iron Fist is far from his opponent, waiting for a chance to get inside, this is the Chi to rely upon if you find a free moment to buff up. This doesn't go quite so far as making Iron Fist's sturdiness equal to Hulk, She-Hulk, Thor, and so on, since most good combos last longer than five seconds, so Iron Fist will be taking full damage sooner rather than later anyway. But to help soak up incidental hits while jockeying for position, you'll never regret taking four-fifths normal damage just for keeping a free buff active.

Chi H makes his fists glow yellow-green, and it increases Iron Fist's meter gain by 50%. Note that this only applies to the attacks of Iron Fist himself, and it won't extend to the meter-building assists (Amaterasu, Frank West, or Morrigan—γ). Chi H is most useful in combos; while you can't go wrong with Chi L's 20% damage boost, sometimes Chi H becomes more valuable because it can more or less guarantee that Iron Fist builds enough meter by himself to end a combo with a THC every time. (See *Combo III*.)

Every version of Chi can absorb one incoming attack from frames 5 to 20. Chi activations can thus be used like parries, essentially: you can simply absorb fireballs from far away, or you can end blocked chain combos or Rekka strings up close by canceling into Chi activations. This technically doesn't do anything and leaves Iron Fist at a disadvantage, but in between the super armor of Wall of K'un-Lun and Chi activations, and Iron Fist's other tricks and tactics designed to combat counter pokes and advancing guard, your opponent should be very hesitant to try to take back momentum with physical strikes while Iron Fist is within close range. If you DO happen to "parry" an incoming strike with Chi, you can visually confirm the hit and cancel into Iron Rage to start a combo!


5

Although Chi L in this situation leads to more damage, it's best to use Chi M when fishing for Chi parries for the obvious reason that if you fail and start getting hit, the penalty is less severe than if you'd used Chi L or H.


6

While Chi activations aren't Rekkas, and the only thing you can cancel Chi with is a hyper combo or X-Factor, you can actually cancel from the first or second Rekka in a sequence directly into Chi. This can be useful for all of Iron Fist's Rekka moves besides Lotus Whip and Dragon Tail, which recover relatively quickly; the rest are all pretty laggy and leave Iron Fist vulnerable on block. Canceling into Chi (almost certainly Chi M) in those situations basically trades your regular recovery period with a period of super armor. Sure, there are still 10 frames after super armor wears off where Iron Fist is vulnerable, but that's STILL safer than simply letting any Rekka except the two fastest ones recover naturally… and even if your adversary waits out the super armor frames, you can still make them nervous if you're willing to blow through whatever they do with point-blank Iron Rage.


7

Like most power-up moves, the effects of Chi still linger even after tagging Iron Fist out. While all three effects still work in this instance, the 20% damage boost of Chi L is the obvious choice for boosting Iron Fist's assist attack.



Dragon Tail: This low-hitting kick is one of Iron Fist's most important attacks. It's one of his only three low moves (along with his launcher and his sweep), and since it's one of his Rekka moves, it can naturally cancel into other Rekkas, so it's vital to work it into your game somehow. It's also his "safest" Rekka after Lotus Whip, but that's only in relative terms; Lotus Whip leaves him neutral if guarded, while Dragon Tail ends up at -4, punishable by 4 frame attacks and throws. As long as Dragon Tail wasn't the third Rekka in a sequence, you can avoid this by canceling to another one—Lotus Whip to be safe, Crescent Heel for a low-high switch, or (if Dragon Tail was the second Rekka) Wall of K'un-Lun (which plows through attacks from foes who think they can mash out their attacks to take back initiative after blocking Iron Fist's first two Rekkas). You can also just cancel Dragon Tail with Chi activation as long as Dragon Tail wasn't the third Rekka.

13 frames of startup for a low attack isn't quick (by contrast, some characters have lows that are active in 4 frames), so you won't usually be using Dragon Tail as an opener on its own. You'll need to either mix it into blockstrings as a counterpoint to Crescent Heel, or mix up between Dragon Tail and Crescent Heel when you've first forced your opponent to block an assist. When opening with Dragon Tail, always cancel to Lotus Fist: this is tantamount to opening a basic attack blockstring with standing or crouching (L) x2, which gives you time to confirm the hits. If your rival blocked Dragon Tail, Lotus Whip gives you time to verify their guard and halt your offense while keeping Iron Fist up close and safe. If Dragon Tail to Lotus Whip is successful, you have time to confirm and then cancel Lotus Whip to Dragon's Touch for a crumple. (See **Combo IV**.)



Crescent Heel: This overhead axe kick is Iron Fist's only OTG-capable move, and it is also his only overhead attack besides air basic attacks. It's a little slower to strike than Dragon Tail and is much less safe if guarded, so take the same contingency measures when it's blocked: cancel to Lotus Fist for safety, Dragon Tail to follow the high hit with a low strike, Wall of K'un-Lun as the third and final Rekka to fish for a super armor hit and wall bounce, or Chi activation to change gears. Using Chi activations point-blank when your Rekkas are guarded becomes more appealing for moves other than Lotus Whip or Dragon Tail, which recover quickly; every other Rekka move has notable, very punishable recovery.

As with Dragon Tail, the speed means that it's most appropriate to use when your opponent is pinned by one of your assists. This allows you to get close and open with either Dragon Tail or Crescent Heel, without worrying about advancing guard pushing Iron Fist away if you open up with one of Iron Fist's basic attacks or other Rekka moves. Cancel into Lotus Whip regardless; if Crescent Heel succeeded in cracking your competitor's guard, the Lotus Whip hit gives you time to confirm and cancel to Dragon's Touch. (See **Combo V**.)

Dragon Tail is also used to OTG enemies; although it's very hard, you have time to dash forward and perform ↓ ↗ ← + (M) for an OTG after any Iron Fist throw. You can also go for OTG Crescent Heel after any flying screen air combo, after causing a hard knockdown with Dragon's Touch (against an airborne target) or Surging Fist (always applicable). For consistency after you OTG with Crescent Heel midscreen, you'll usually want to cancel to Lotus Whip and then Surging Fist, which puts the foe right back down. In corners, you'll want to OTG with Crescent Heel to Surging Fist to Dragon's Touch, which also ends in another hard knockdown.



Twin Snakes: During this rising double-kick, Iron Fist is never actually considered airborne, although low attacks can whiff under him as he appears to hop slightly (this is similar to a move like Phoenix Wright's → + (M) overhead; lots of low moves whiff under these attacks, but if your rival cleanly counterhits you, your character gets placed in standing hitstun rather than juggled off the ground). Twin Snakes is primarily a combo tool; while it might seem like it would be good for causing low counter pokes to whiff up close, if you're going for that kind of result, you might as well use Chi or Wall of K'un-Lun, which each can achieve the same effect (punishing the target for hitting a button while Iron Fist is in their face), with better follow-ups and less risk.



Rising Fang: Iron Fist rockets with a kick at head level across most of the playing field. The actual kick is active for only about the length of a dash and a half; you can't use this to hit someone who's far away, even though Iron Fist might make it to them. On hit, this causes a wall bounce and allows for further juggling. If your adversary blocks and Iron Fist doesn't manage to pass through or over them, he's highly punishable; if he somehow manages to soar past them, he's probably safe.

Like Wall of K'un-Lun, this attack is only possible as the third stage in a Rekka sequence. This is virtually Iron Fist's only mobile move at all, but using it requires canceling from other Rekka moves first, meaning that its use must be more premeditated rather than on a whim. The fastest way to execute it for its own sake is to perform Dragon's Touch to Dragon Tail to Rising Fang. The combined startup of each Rekka means that Rising Fang's true startup is about 43 frames. Just before performing Rising Fang to move in, call an assist that occupies lateral space for a while, like Captain America—α, Rocket Raccoon—α, or Sentinel—α. This prevents your challenger from simply hitting Iron Fist, allowing Iron Fist to close the distance from fullscreen.

During active frames, Rising Fang obliterates any low priority projectiles and keeps going. If Rising Fang encounters a medium priority projectile, like Arthur's Golden Armor Lance or M.O.D.O.K.'s Balloon Bomb, both Rising Fang and the projectile nullify each other, though Iron Fist continues toward his destination as normal.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Iron Rage	↓ ↘ → + ATK ATK	10~20	244,200~ 293,300	3+3	46	34	—	-14	Frames 1-11 invincible, last hit wall bounces foe, can be mashed for additional damage
2	Volcanic Roar	→ ↓ ↘ + ATK ATK	25~50	261,700~ 313,900	9+1	90	38	-17	-35	Beam durability: 25 frames x 1 high priority durability point, can be mashed for additional damage
3	Dragon's Prey (Level 3 Hyper Combo)	↓ ↗ ← + ATK ATK	1	400,000	10+10	21	38	—	-35	Frames 1-30 invincible, hard knockdown



Iron Rage: On its face, this is Iron Fist's scariest attack. Think Spencer's Bionic Lancer with more hits and a wall bounce. Iron Rage has 11 frames of invulnerability and strikes on frame 6; it doesn't quite travel as fast laterally as Spencer's hyper punch, but it travels plenty fast for use at the range you'll want Iron Fist to be: breathing down his foe's neck. The purpose of Iron Rage is to pass through projectiles and punish the thrower at mid range, and to overpower the opponent's attacks at close range: Iron Rage will only lose out to attacks that have longer invulnerability periods, which is a list almost entirely comprised of other hyper combos. The speed and invulnerability mean that you can use Iron Rage on reaction to your competitor's hyper combo freeze, just like Spencer does with Bionic Lancer; the opposing character may have started their hyper combo first, but it doesn't matter. Iron Rage is mashable for more hits and damage.

After the wall bounce of Iron Rage, you can juggle your opponent. Whether you'll need to dash or wavedash to reposition Iron Fist and juggle after Iron Rage depends on where the corner is relative to Iron Fist. Since Iron Fist's (S) launcher cannot juggle, you can't just go for easy-mode relaunches like any other character in this situation, but that doesn't mean you can't make Iron Fist take advantage. The simplest juggle is to catch your adversaries as they fall with ← + (H) Dual Palm, then cancel to Volcanic Roar. For a little more flavor, see **Combo VIII**.



Volcanic Roar: Volcanic Roar is Iron Fist's main combo finisher. The intense column created around Iron Fist by a dragon made of chi energy is actually a big hyper beam, with high priority projectile durability. This ends up eating up any of the opposing projectiles that happen to be around, but by the very nature of this hyper combo (close range, intended to end combos and juggles), this doesn't provide extra utility.



Dragon's Prey: Iron Fist's level 3 hyper combo is a single brutal close range hit that strikes in a circle all around him (it can even hit targets who are behind him or airborne). Like other level 3 hypers, it's immune to damage scaling. The activation of Dragon's Prey erases any currently active Chi buff; this unfortunately prevents Chi L from automatically dragging the damage up from 400,000 to 500,000! Ah, well...

Dragon's Prey functions well in the same role as most lv.3 hypers: ending a long combo with 400,000 points of unscaled damage, assuring a knockout. If you're not going to send a character to dirt with Dragon's Prey, use one (or perhaps both!) of Iron Fist's other hypers to end the combo instead, for far better efficiency.

For many characters, their lv.3 hyper combo serves as their best reversal because of large invulnerability periods; this isn't as important to Iron Fist because he already has Iron Rage for this purpose, which is faster, has much more range, costs less hyper meter, and leads to more damage overall anyway. (**Combo VIII**, which involves Iron Rage as a reversal into Volcanic Roar as a juggle, does the same thing faster, from farther away, while dealing more damage, *and* costing less hyper meter! Sorry, Dragon's Prey.)

Battle Plan





⇦ + H *and the super armor on Chi can be used to negate the opposing character's projectiles, preventing them from building meter or chipping Iron Fist while buying you time to find an angle to move in.*

With the right cover, you can use Rising Fang to easily achieve close range.

The Iron Fist player has two simple but unavoidable challenges to overcome in most matchups. From far away, you must find a way to thread the needle around the opposing team's zoning strategy. Once that's accomplished, you must then find a way around advancing guard up close. And that's it, in a nutshell—that's what Iron Fist is meant to do. His simplicity approaches zen for a character in an *MvC* title, no?

First things first: moving in. The only concession to non-universal movement possessed by Iron Fist apart from Rising Fang and Iron Rage is his wall jump, which can only be done by normal jumping backward against the screen edge. Useful if you happen to be near a corner already with your rival nearby, but not as much when they're at fullscreen distance, hurling every projectile and assist they have between them and Iron Fist.

Iron Fist has a fast wavedash, but his dashing posture is a little unfortunate—he's one of the "widest" characters while dashing, so dashing can sometimes get you into trouble because Iron Fist becomes more vulnerable to cross-ups and projectiles than characters with smaller wavedashing profiles. And, with the exceptions of standing M / H and crouching H , his attacks from a dash have meager range, forcing you to have him dash in completely flush with his foe if you want to use a standard hit confirm opener like crouching L x2. This may only take two or three frames longer than attacking earlier in the dash, but that's still plenty of time for an opponent's attack/throw to beat Iron Fist to the proverbial punch.

Jumping or super jumping forward is an option, but as with most characters, this has a high element of risk. Opponents may simply move out from under a super jump and just reset their positioning, or they may actively go for an air throw, which tends to be difficult to avoid because Iron Fist has no air mobility options—basic attacks only. When you do have him take to the air, be ready to fall on adversaries with air⇨ + H , so you have the opportunity for a jump-in attack, a cross-up, or an air throw. Note that by dashing forward *just* before jumping forward, you can transfer some of the momentum from Iron Fist's ground dash to his forward jump, which causes a noticeable and useful improvement on his jumping distance.

You simply have to be patient and move around your competitor's ranged threats and assists by using basic movement. You can bat aside incoming projectiles with⇦ + H Dual Palm or by timing the super armor of Chi activations to absorb projectiles. If you have an assist to back the attempt up, you can also use Rising Fang to move in much more easily from fullscreen! Call your assist, whiff Dragon's Touch into Dragon Tail, then cancel to Rising Fang to accomplish this in the quickest way possible. If there happen to be projectiles in the way, the Rising Fang kick can take care of them. Make sure Chi M is active first if you'd like a little extra security blanket (the Security Blanket of K'un-Lun?), and remember that trying this without an assist backing up Iron Fist is suicide.

Fighting aggressive opponents won't be a problem; they'll come to you. Against zoning characters, you'll just have to dodge their projectiles while forging a way in. Adversaries may also engage in outright runaway, however. The alpha example is Trish, who can airdash, fly, and set traps and fire projectiles all from super jump height, where Iron Fist is least threatening. Against characters who try to spend time up there, looking to stall against Iron Fist, remember that his Volcanic Roar hyper combo extends all the way to the ceiling—have him wavedash under the flying or running foe and activate Volcanic Roar to punish their cowardice. Against rivals trying to jump away at normal jump height, keep Iron Fist's air throw firmly in mind. He's no Magneto for landing it—he has to play more like She-Hulk—but Iron Fist has one of the most damaging combos off an air throw (or a ground throw, for that matter) in the game. After any throw, OTG with Crescent Heel as soon as possible to start a combo that deals over 600,000 damage! (See **Combo VII.**)

Once you're in close, your approach should be dictated by Iron Fist's position. In the case of using Rising Fang while covered by an assist to bully your way in, you'll usually end up with Iron Fist on the other side of his rival while they're forced to guard the end of the assist from behind. This presents an ideal opportunity to strike with either Dragon Tail or Crescent Heel, for either a low or high hit.

If you pushed your way into close range by patiently moving Iron Fist forward, your opponent won't necessarily already be pinned with an assist. In this case, Crescent Heel and Dragon Tail both make poor openers. Instead, make Iron Fist dash toward the adversary while poking with basic attacks chains. If you are close enough to have him dash all the way into point-blank range, open up with standing or crouching L x2. Iron Fist's light attacks have poor range by design, so if you're too far for that, dash in with standing M , H instead.

After either basic attack double-tap, you'll have time to verify the result. A hit in either case can lead directly into **Combo I, II,** or **III**. If light attacks are guarded, Iron Fist remains positioned right next to the opposing character, but you shouldn't just keep right on chaining blocked basic attacks because that only insures that Iron Fist is going to get pushed away with advancing guard. Go for a throw, or pause and go for crouching L x2 again, which can counterhit your opponent's attempts to take back momentum with their own close-range pokes. You need to frequently stagger light basic attacks when rushing up close for this exact purpose; between delayed chain attacks and Rekka specials, Chi activations, and the threat of random/reactionary Iron Rage, you want your competitor





When you chain to blocked ⇨ + H …

…call an assist and jump cancel over your target for a cross-up opportunity.

discouraged from both using advancing guard and trying to counter poke Iron Fist. They should basically be taught not to press buttons when you are pressuring them with Iron Fist. The solution to Iron Fist is to keep him away; not to try beating him at his own game!

In the case of having dash-in standing M , H guarded, chain to crouching H ,⇨ + H , then jump cancel. You want to work in sweeps to your blockstrings to dissuade opponents from just holding up-back once they block Iron Fist's opening strike; if they do this, hoping to jump away as soon as possible, the sweep catches them, and⇨ + H Quick Kick successfully combos. On hit or block, the jump cancel after Quick Kick allows for follow-ups; on hit, strike with air H at the peak of Iron Fist's jump, then wait as long as possible before juggling with air S on the way down. Upon landing, if you spaced this correctly, standing M catches the target for continued juggling. If Quick Kick is guarded, the forward jump cancel puts Iron Fist right over their heads. Call your pinning assist during Quick Kick, then either cross up with air H or empty jump to the other side with no attack and land, then go for sweep or Dragon Tail. These low attacks are normally way, way too slow to work after an empty jump, which is why you must call an assist that occupies the adversary from behind. If your opponent uses advancing guard against Quick Kick, this prevents the cross-up attempt, but the jump cancel at least allows Iron Fist to regain some of the lost space.

Without a decent pinning assist to facilitate jumping over his challenger after guarded Quick Kick (or after fullscreen Rising Fang), Iron Fist is really susceptible to being pushblocked, so you'll have to use staggered L attacks, L ticks into throw attempts, and occasional point-blank Chi activations (fishing for a move you can absorb before canceling to Iron Rage) to discourage advancing guard. Delayed chains and super armor moves can work against advancing guard simply because advancing guard use requires the opponent to push two attack buttons; if you bait them into trying this when you *aren't actually attacking,* they'll produce a point-blank M or H attack instead (or a dash; whoops!), which almost certainly loses out to a delayed chain combo starting with L . Strongly resist the temptation to use Rekka sequences as blockstrings on purpose, unless you've already conditioned your competitor to be terrified of trying to use advancing guard. In this case, mixing in Dragon Tail or Crescent Heel into blocked Rekka sequences becomes valuable. But if you just dash in, perform a chain combo, then perform a Rekka sequence hoping for the best, you're just going to give up the ground you gained by being pushblocked nine times out of ten.

Once your opponent is conditioned against spamming advancing guard every time they block,⇦ + H Dual Palm starts to really shine. This attack, normally used to punch projectiles into dust from long range, leaves Iron Fist at +2 even if guarded, and it doesn't push him away from the opposing character whatsoever. This gives you an alternative to ending chains with Quick Kick into a jump cancel; you can end chains with delayed Dual Palm and stay on the same side, ready to immediately go for L attacks or a throw. If the delayed Dual Palm manages to coax your adversary into getting hit, you have ages to verify the hit and chain to S for a launcher, or to cancel into Rekkas for a ground combo.





Iron Fist doesn't have an default opening low attack like most characters, so opening enemies up requires delayed chain cancels, which may coerce opponents to hit buttons prematurely…

… allowing a staggered attack to counterhit!

Iron Fist is particularly intriguing as an X-Factor anchor. As both teams dwindle down to their last one or two members, the opponent naturally loses some of their ranged capability and stability; if it happens to end up in a one-on-one fight, their ability to keep Iron Fist out is effectively eliminated. Meanwhile, Iron Fist is actually an above-average character in terms of vitality, and Chi M only enhances that. He is perfectly suited to a last-man-standing, down-and-dirty brawl, especially considering the brinksmanship you can levy in activating X-Factor in the first place.

For example, although Rising Fang executed from fullscreen without an assist covering it is folly, if you have X-Factor left, you can actually turn this into a brutal, virtually unguardable cross-up. Whiff Dragon's Touch to Dragon Tail fullscreen, cancel to Rising Fang, then activate X-Factor in the air *just* as Iron Fist is passing right over the opposing character's head. Iron Fist ends up falling straight down right over the foe, and air⇨ + H performed here can both function as an air throw if they jump or a cross-up if they don't. Rising Fang travels so fast laterally that it's difficult to even pick which side Iron Fist ends up on consistently, and if you don't know which side you'll be on, your competitor sure doesn't. Of course, a successful cross-up air H hit just after activating higher levels of X-Factor should lead to a dusted opposing character, guaranteed. (See **Combo IX.**)

In Iron Rage, Iron Fist has another perfect means of activating X-Factor. Simply put, just get close to the target and "randomly" perform Iron Rage when you have a feeling they'll try to do something. If it hits, fantastic: keep the combo going after the wall bounce (**Combo VIII**) and save your X-Factor; if your foe blocks, X-Factor cancel during the last hit to keep Iron Fist from getting punished severely.



COMBO USAGE

I. ST. M, H, → + H CANCEL ↓↘→ + L CANCEL ↓↘→ + M CANCEL →↓↘ + L, S CANCEL FORWARD SUPER JUMP, AIR M, M, H, S, LAND, FORWARD DASH, ↓↙← + M OTG CANCEL ↓↘→ + L CANCEL ↓↙← + H CANCEL →↓↘ + ATK ATK (MASH ATK)

743,200 damage, 4% meter loss

Iron Fist combos are easier than they might look at first, but you have to be careful. It's easy to accidentally get Chi activations instead of Rekka specials if you're not controlled with your motions; it's also easy to cause Chi activation instead of a Rekka after → + H. Insert a brief pause after → + H and be sure to let the controller register a neutral input before you perform ↓↘→ to avoid the game reading the whole thing as →↓↘ ; the same advice holds true when performing Rekkas back-to-back. Don't mash out ↓↘→ inputs the way one might with Rolento, Fei-Long, or Yang (which just guarantees an accidental Chi activation); instead, perform Rekkas deliberately with an intentional, subtle gap between the motion of each. Master staying calm with these combos so you won't spazz out and mess up when you actually start one up in the heat of battle. Once you're solid on actually executing Rekkas in the proper places without causing errant Chi activations, it's just a matter of going through the motions confidently and nimbly.

You may add crouching or standing L x 2 to the beginning of this combo to increase its offensive flexibility. This lowers the max damage to 661,200, but if your opponent is guarding, the remainder of the combo can be halted after these light attacks have been blocked, which keeps Iron Fist directly next to his opponent and ready to fish for a hit some other way.

II. ST. M, H, → + H CANCEL ↓↘→ + L CANCEL ↓↘→ + M CANCEL →↓↘ + L, ST. H, CR. H, → + H CANCEL FORWARD JUMP, LATE AIR H, DELAYED S, LAND, ST. M, H, ← + H CANCEL ↓↙← + L CANCEL ↓↘→ + L CANCEL ↓↘→ + H, FORWARD DASH, ↓↙← + M OTG CANCEL ↓↘→ + H CANCEL ↓↘→ + M CANCEL {→↓↘ + ATK ATK (MASH ATK)} OR {↓↘→ + ATK ATK (MASH ATK), ← + H CANCEL →↓↘ + ATK ATK (MASH ATK)}

765,400~908,400 damage, 47% meter gain or 43% meter loss (both variations are self-sufficient for the first hyper combo used)

This devastating combo in all its glory carries your adversary from one end of the screen to another, cornering them instantly from any position. It also builds roughly one and a half bars of meter on its own, meaning that you only need to start with about half a meter in order to land the second max-damage variation, following up Iron Rage with Volcanic Roar. Though this combo does cause a wide variety of hit and juggle states, you can lead in with a jump attack instead without hitstun decay affecting it.

Opening with crouching L x 2 increases flexibility, but it lowers max damage to 835,200.

III. ST. M, H, → + H CANCEL ↓↘→ + L CANCEL ↓↘→ + M CANCEL →↓↘ + H, ST. H, CR. H, → + H CANCEL FORWARD JUMP, LATE AIR H, DELAYED S, LAND, ST. M, H, ← + H CANCEL ↓↙← + L CANCEL ↓↘→ + L CANCEL ↓↘→ + H, FORWARD DASH, ↓↙← + M OTG CANCEL ↓↙← + H CANCEL ↓↙← + S, BACK OUT OF THE CORNER, ← + H CANCEL ↓↙← + L CANCEL ↓↘→ + H CANCEL ↓↘→ + M CANCEL →↓↘ + ATK ATK (MASH ATK)

745,700 damage, 103% meter gain (self sufficient for Volcanic Roar ender)

This slight deviation from **Combo II** is designed to build as much meter as possible. Even after canceling into Volcanic Roar, you'll *still* have one entire bar of hyper meter left over! This is the *perfect* combo to go for when you want to THC into another teammate for huge damage.

IV. ↓↙← + L CANCEL ↓↘→ + L CANCEL ↓↘→ + M, →↓↘ + L, ST. H, CR. H, → + H CANCEL FORWARD JUMP, LATE AIR H, DELAYED S, LAND, ST. M, H, ← + H CANCEL ↓↙← + L CANCEL ↓↘→ + L CANCEL ↓↘→ + H, FORWARD DASH, ↓↙← + M OTG CANCEL ↓↘→ + H CANCEL ↓↘→ + M CANCEL {→↓↘ + ATK ATK (MASH ATK)} OR {↓↘→ + ATK ATK (MASH ATK), ← + H CANCEL →↓↘ + ATK ATK (MASH ATK)}

763,700~907,400 damage, 34% meter gain or 60% meter loss

This is Iron Fist's most damaging low combo option, but the opening attack is fairly slow and unwieldy. Pin your opponent with an assist first for max effectiveness. You can't cancel ↓↘→ + M into →↓↘ + L in this situation, but you don't need to. There's enough time to buff up with Chi after Dragon's Touch recovers and still hit the target.

When ↓↙← + L, ↓↘→ + L is guarded, you can cancel into either ↓↙← + L or ↓↙← + M to stage a basic low/high mix-up. A successful hit in either case can be hit confirmed into ↓↘→ + ATK ATK, but Iron Fist is left vulnerable if your foe blocks. When in doubt, stop at ↓↘→ + L when guarded.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Be precise when performing repeated ↓↘→ motions to avoid accidental Chi activations in place of Rekka specials

Also take care when canceling from → + H into Rekka specials for the same reason; insert a slight pause between → + H and ↓↘→ to avoid registering →↓↘

Against smaller characters, replace standing H, crouching H, → + H after a successful Dragon's Touch with crouching H, → + H

AS IRON FIST COMES IN: AIR M, M, S, LAND, FORWARD DASH, ↓↙← + M CANCEL ↓↙← + L CANCEL ↓↘→ + H CANCEL ↓↘→ + ATK ATK (MASH ATK), ← + H CANCEL →↓↘ + ATK ATK (MASH ATK)

Notes	Damage
↑ + S or → + S or ↓ + S TAC to Iron Fist	Varies based on damage scaling

V. ↓↙←+M CANCEL ↓↘→+L CANCEL ↓↙←+S, WAVEDASH FORWARD TWICE, CR. M, ST. H, CR. H, →+H CANCEL ↓↘→+L CANCEL ↓↙←+H CANCEL →↓↘+L CANCEL →↓↘+ATK ATK (MASH ATK)

701,700 damage, 37% meter loss

This is the high-hitting counterpart to the previous combo, and it's one of the few combos that uses Rising Fang effectively. After ↓↙←+H, you must cancel into →↓↘+L just as the second hit connects, then kara-cancel the power-up immediately into →↓↘+ATK ATK. This is there only to gain the attack buff before the juggle.

VI. (MUST BE WITHIN ¾ OF PLAYING FIELD DISTANCE TO CORNER OR CLOSER) CR. H, →+H CANCEL FORWARD JUMP, LATE AIR H, DELAYED S, LAND, ST. M, ST. H, ←+H CANCEL ↓↙←+L CANCEL ↓↘→+L CANCEL ↓↘→+H, FORWARD DASH, ↓↙←+M OTG CANCEL ↓↘→+H CANCEL ↓↘→+M CANCEL {→↓↘+ATK ATK (MASH ATK) OR {↓↘→+ATK ATK (MASH ATK), ←+H CANCEL →↓↘+ATK ATK (MASH ATK)}

667,400~811,200 damage, 22~106% meter loss

The positioning requirement is minimal; for this combo to fail, Iron Fist has to be cornered, or nearly cornered at the beginning, to be too far for the OTG follow-up. If you think he is too far from his competitor, cancel the first ↓↘→+H into ↓↘→+ATK ATK, then proceed with the remainder of the combo from there.

VII. FRONT OR BACK THROW OR FRONT AIR THROW, ↓↙←+M CANCEL ↓↘→+L CANCEL ↓↘→+H CANCEL ↓↘→+ATK ATK (MASH ATK), FORWARD DASH, CR. H, →+H CANCEL ↓↘→+L CANCEL ↓↙←+H CANCEL →↓↘+L CANCEL →↓↘+ATK ATK (MASH ATK)

643,900 damage, 142% meter loss

From the air throw, simply land and perform ↓↙←+M to start the combo. From the ground throw, you must input a dash with ATK ATK as soon as you're able, and then ↓↙←+M immediately after. This must all be done in one smooth motion as fast as possible, or else you'll miss.

VIII. ↓↘→+ATK ATK (MASH ATK), WAVEDASH FORWARD TWICE, ST. M, H, ←+H CANCEL ↓↙←+L CANCEL ↓↘→+L CANCEL ↓↘→+H, FORWARD DASH, ↓↙←+M OTG CANCEL ↓↘→+H CANCEL ↓↘→+S CANCEL →↓↘+ATK ATK (MASH ATK)

574,200 damage, 137% meter loss

Here's a combo starting off of the invincible Iron Rage hyper combo. You should primarily use this one to punish projectiles or to intimidate opponents up close. THC to a safe hyper combo if Iron Rage is guarded.

IX. ST. M, H, →+H CANCEL ↓↘→+L CANCEL ↓↘→+M CANCEL →↓↘+L CANCEL XX, ST. H, CR. H, →+H CANCEL FORWARD JUMP, LATE AIR H, DELAYED S, LAND, ST. H, ←+H CANCEL ↓↙←+L CANCEL ↓↘→+L CANCEL ↓↘→+H, FORWARD DASH, ↓↙←+M OTG CANCEL ↓↙←+H CANCEL ↓↙←+S, BACK OUT OF THE CORNER, ←+H CANCEL ↓↙←+L CANCEL ↓↘→+H CANCEL ↓↘→+S

1,116,900~1,204,500 damage, 215~310% meter gain

This is a no-meter X-Factor combo where Chi L is stacked with the X-Factor damage boost for devastating results. If you're in X-Factor level 1 and you're certain the last hit will not K.O. your rival, hyper cancel the very last command into →↓↘+ATK ATK. At X-Factor level 2 and 3, replace →↓↘+L with →↓↘+H; any further damage boosts at those levels is usually unnecessary, and you should focus on netting additional hyper combo meter instead.

ADVANCED TACTICS

GET LOW

In addition to restraining yourself from using Rekkas until the deck is already stacked in your favor, don't make a habit out of dashing in with a naked launcher, even though it is a low attack and consequently works at least occasionally. That's because Iron Fist is left at a punishable disadvantage when his foes guard S, and guarded launchers can't be canceled into anything else as a contingency plan. If your challenger has an attack that's active in 5 frames or less, or if they just feel like throwing you, you're going to eat it. Instead, when you want to threaten low right off the bat, dash in with the tip of crouching H, chain to→+H Quick Kick, then jump cancel Quick Kick. There's no hit confirmation involved; just do it. Crouching H and Quick Kick are both just as vulnerable when guarded as S, but you're skipping over that by jump canceling.

If your competitor happens to block and use advancing guard against crouching H, Iron Fist gets pushed back out, but advancing guard against all but the slowest single attacks is a fluke and should not discourage you—an adversary pushblocking against single attacks is a target who is ripe for walking right into your delayed chain frame traps. The more they're doing this, the more often they'll mash ATK inputs for advancing guard when you're either not doing anything or intentionally delaying attacks fishing for a counterhit. When you *do* get pushed out, accept that the situation is reset and cancel your whiffed→+H into a Chi power-up, then go about patiently looking for a way inside again.

If they happen to block crouching H and then use advancing guard on reaction to Quick Kick, at least you remain safe and can have Iron Fist gain back a little bit of ground with the forward jump cancel. If they *don't* use advancing guard at all, your forward jump creates the *perfect* cross-up shot—call an assist during the jump cancel, then fall on the other side of them with air H!

Air H can be performed *extremely* late and still hit overhead as a cross-up before Iron Fist lands.



Similar to Doctor Strange, Iron Fist's lack of quick low attacks forces a player to get creative in order to give an opponent a reason to block low.

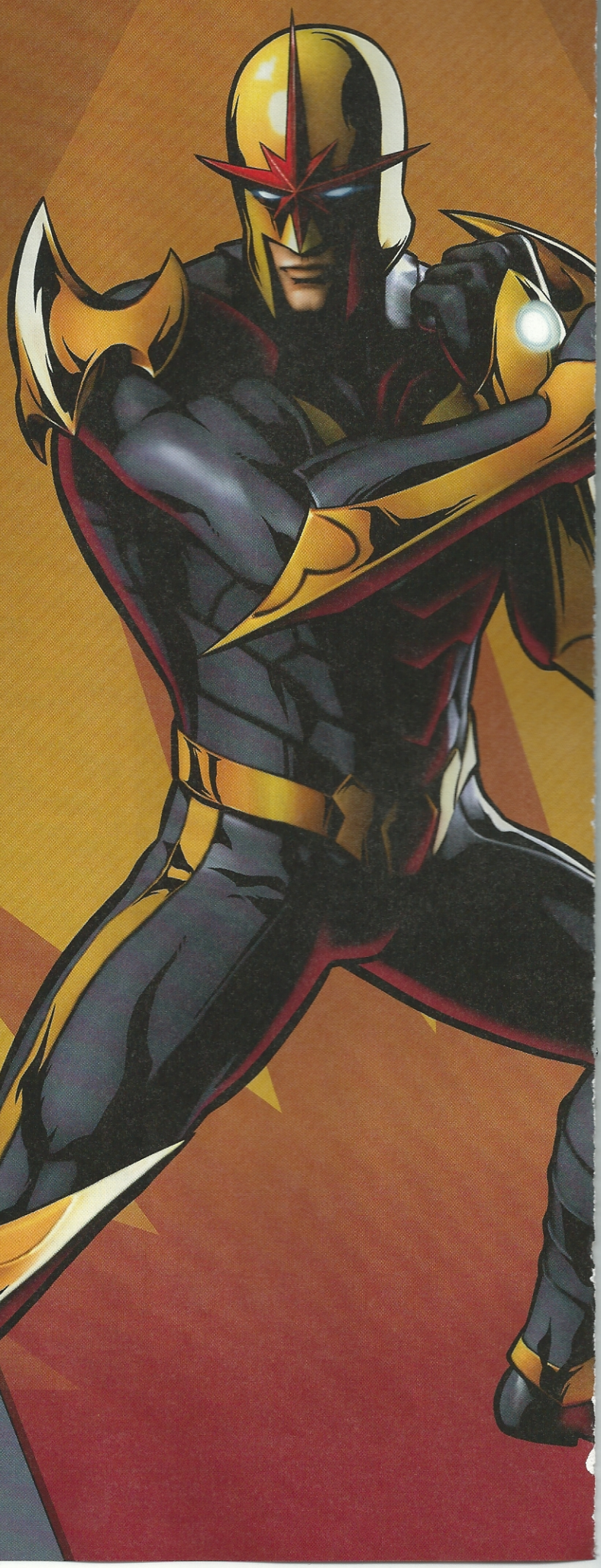
In situations where your opponent is still managing to guard properly even after the cross-up, your options get better depending on whether you did indeed pin them with an assist from the back before jumping over them. Assists called from the first side like Dante—α, Chun-Li—γ, Phoenix Wright—β, Sentinel—α, and Rocket Raccoon—α can turn your prey into a brief captive audience, with Iron Fist on one side of the opposing character, and his assist on the other. This is the ideal time to mix your opponent up between cross-up air H or an empty jump over them, followed by either a naked Dragon Tail or Crescent Heel. These are Iron Fist's two most important "Rekka" attacks. ↓↗←+L Tail hits low, while ↓↗←+M Heel hits high, and there is not enough time for humans to consistently tell the difference between them on short notice, especially while their character is pinned from behind by one of Iron Fist's partners.

While challengers won't be able to react consistently by blocking either Dragon Tail or Crescent Heel correctly, these attacks aren't as fast as they look, and Iron Fist can easily be hit or thrown out of the startup periods at close range. That's why pinning with an assist first is so important to making this mix-up truly work. Just trying to dash in with ↓↗←+L (or a launcher) won't get you anywhere… but then, that's what dashing in with crouching H, →+H is for!

NEW

NOVA

"I'M THE ONLY GUARDIAN THE GALAXY NEEDS."



Bio

REAL NAME
Richard Rider

OCCUPATION
Soldier, Adventurer

ABILITIES
In addition to superhuman strength and durability, he can also fly through space at supersonic speeds. He can also absorb and reflect energy attacks.

WEAPONS
None

PROFILE
Chosen by the dying alien Rhomann Dey to receive his Nova Corps powers, Richard began his new life as a super hero. His battles take him throughout the universe, fighting evil wherever he is needed.

FIRST APPEARANCE
Nova #1 (1976)

POWER GRID

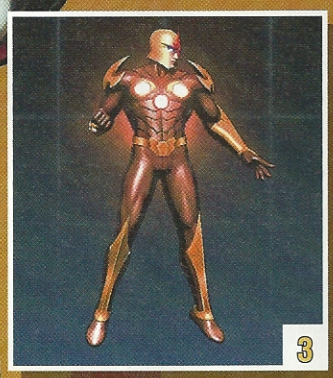
- 2 INTELLIGENCE
- 7 STRENGTH
- 7 SPEED
- 7 STAMINA
- 5 ENERGY PROJECTION
- 4 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	**900,000**
Chain Combo Archetype	**Marvel Series**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

Your main goal with Nova is to simply land a hit, with a secondary goal of cornering your opponent. In certain match-ups (against melee-heavy characters), you don't need to approach with Nova; you simply need to lure the opposing character in by raining Energy Javelins while hiding behind Gravimetric Pulse H.

Why the dual goal?

Nova deals a massive amount of damage. His combos easily inflict over 600,000 damage, both midscreen and in the corner

Super Nova, the hyper combo typically used to end combos, causes a hard knockdown and is easy to THC from. Adding a THC to Nova's already damaging combos is likely to K.O. his competitor

How is this goal achieved?

By luring opponents near with Energy Javelins with the cover of Gravimetric Pulse H

By utilizing Nova's strong midscreen game to take advantage of combo opportunities

By forcing rivals into the corner with Nova's forward-moving attacks such as crouching Ⓜ, Centurion Rush, and Nova Strike

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	55,000	440	5	3	13	-1	-3	Rapid fire, chains to crouching L
2	Standing M	1	80,000	640	9	3	17	0	-2	—
3	Standing H	1	85,000	680	11	3	24	-2	-4	—







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	50,000	400	6	3	12	0	-2	Chains to standing L
2	Crouching M	1	75,000	600	11	8	20	-8	-10	Low attack
3	Crouching H	1	80,000	640	13	3	23	—	-3	Low attack, knocks down







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	100,000	800	15	4	26	—	-7	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	55,000	440	5	2	16	+13	+11	Overhead attack
2	Air M	1	75,000	600	8	4	18	+17	+15	Overhead attack
3	Air H	1	90,000	720	10	6	25	+20	+18	Overhead attack









Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	40,000	320	22	Until grounded	30	—	-9	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ↑ + (S) (during launcher combo)	2	105,00	880	10	3	28	—	—	Tags in next available ally while lofting opponent upward
3	Air → or ← + (S) (during launcher combo)	2	95,000	800	10	3	28	—	—	Tags in next available ally while causing wall bounce, steals 1 hyper meter from foe
4	Air ↓ + (S) (during launcher combo)	2	95,000	800	10	3	28	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter





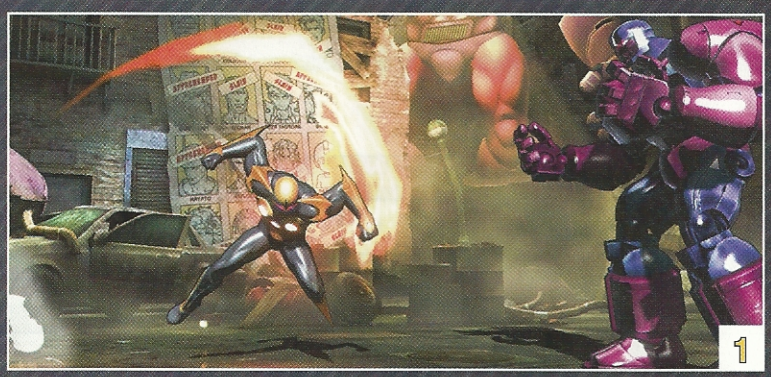




Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Nova Slam	→ + (H)	24	100,000	800	24	4	24	—	-5	Overhead attack, ground bounces rival, OTG-capable



Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	→ + (H) (ground)	1	80,000	800	1	1	Hard knockdown
	← + (H) (ground)	1	80,000	800	1	1	Hard knockdown
2	→ + (H) (air)	1	80,000	800	1	1	Hard knockdown
	← + (H) (air)	1	80,000	800	1	1	Hard knockdown





As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Nova—α	Gravimetric Blaster	Gravimetric Pulse H	3	94,800	840	52	—	118	88	Beam durability: 3 frames x 3 low priority durability points, lasts for 180 frames
2	Nova—β	Gravimetric Blaster	Centurion Rush M	1	100,000	800	52	13	106	76	Overhead attack
3	Nova—γ	Gravimetric Blaster	Centurion Rush L	3	97,400	880	47	13	116	86	Wall bounces foe







Nova has three useful crossover assists that can suit any team configuration. Nova—α Gravimetric Pulse creates an energy shield that stays on screen for 180 frames. The drawback to this crossover assist is that it automatically depletes any red vitality Nova might have while on the sidelines. Nova—β Centurion Rush is one of the few overhead crossover assists in the game and is useful for any character's offense. Nova—γ Nova Strike is a quick attack that wall bounces and is useful for combos. However, Nova Strike has no projectile immunity. Nova can be interrupted by any projectiles during the attack.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↘→ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	3	19	—	+1
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gravimetric Pulse L (in air OK)	↓↘→ + L	1	90,000	720	16	15	21	-5	-7	Projectile has 5 low priority durability points
	Gravimetric Pulse L (in air OK) (with less than 200,000 red life)	↓↘→ + L	3	135,400	1200	16	15	21	+7	+5	Depletes Nova's red life, beam durability: 3 frames x 5 low priority durability points
	Gravimetric Pulse L (in air OK) (with at least 200,000 red life)	↓↘→ + L	5	204,600	2000	26	—	29	+26	+7	Depletes Nova's red life, beam durability: 5 frames x 5 low priority durability points
2	Gravimetric Pulse M (in air OK)	↓↘→ + M	1	90,000	720	16	15	21	-3	-5	Projectile has 5 low priority durability points
	Gravimetric Pulse M (in air OK) (with less than 200,000 red life)	↓↘→ + M	3	135,400	1200	16	15	21	+5	-2	Depletes Nova's red life, beam durability: 3 frames x 5 low priority durability points
	Gravimetric Pulse M (in air OK) (with at least 200,000 red life)	↓↘→ + M	5	204,600	2000	26	—	29	+26	+1	Depletes Nova's red life, beam durability: 5 frames x 5 low priority durability points
3	Gravimetric Pulse H (in air OK)	↓↘→ + H	3	94,800	840	26	—	29	+1	-1	Beam durability: 3 frames x 3 low priority durability points, lasts 180 frames
4	Gravimetric Pulse H (in air OK) (with less than 200,000 red life)	↓↘→ + H	4	120,300	1120	26	—	29	+1	-1	Depletes Nova's red life, beam durability: 4 frames x 3 low priority durability points, lasts 180 frames, allows placement of a second weaker Gravimetric Pulse H
5	Gravimetric Pulse H (in air OK) (with at least 200,000 red life)	↓↘→ + H	5	143,200	1400	26	—	29	+25	+1	Depletes Nova's red life, beam durability: 5 frames x 3 low priority durability points, lasts 300 frames, allows placement of second weaker Gravimetric Pulse H
6	Centurion Rush L	→↓↘ + L	1	90,000	720	18	15	20	—	-12	OTG-capable, low attack, knocks down
7	Centurion Rush M	→↓↘ + M	1	100,000	800	28	13	15	-3	-5	Overhead attack, ground bounces airborne adversaries
8	Centurion Rush H	→↓↘ + H	3	35,000 x 2 + 80,000	280 x 2 + 640	23	10(15)6	30	—	-13	Launcher, frames 22-46 super armor

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
9	Nova Strike L (in air OK)	↓↗→ + L	1	75,000	600	18	8	25	—	-10	Knocks down
	Nova Strike M (in air OK)	↓↗→ + M	3	97,400	880	23	16	25	—	-9	Wall bounces foe
	Nova Strike H (in air OK)	↓↗→ + H	1	110,000	880	30	20	16 (air: 15)	—	-13 (air: -12)	Crumples opponent, wall bounces airborne competitors
10	Flight (in air OK)	↓↗→ + S	—	—	—	10	—	—	—	—	Lasts 110 frames
11	Energy Javelin	ATK + S	1	70,000	560	26	—	24	—	—	OTG-capable, projectile has 5 low priority durability points





Gravimetric Pulse L & M: With this move, Nova fires a close range blast of energy. Gravimetric Pulse L fires forward and can be used in combos. Gravimetric Pulse M fires upwards at an angle, but the timing to use it as an anti-air is strict. Both versions cause a soft knockdown when connecting with an aerial opponent. The blast is equipped with 5 low durability points and can stop incoming projectiles. You can use these attacks in the air, as well.

Gravimetric Pulse L and M are augmented depending on the amount of red vitality Nova has. Any amount of red health between none and 200,000 powers Gravimetric Pulse up by one level, increasing its hitstun and damage. Any amount 200,000 and over power this attack up by two levels, resulting in a dramatic change in hitstun and damage, as well as a soft knockdown on aerial opponents. Remember that these attacks wall bounce if connected on an aerial adversary near the corner. Powered up Gravimetric Pulses have a larger hitbox, as well.







Gravimetric Pulse H: Gravimetric Pulse H is different than the weaker versions in that it deploys a shield of energy on the screen that stays stationary for 180 frames before disappearing. This shield damages opponents who come into contact with it, causing it to disappear after three hits. The shield is equipped with 3 low durability points to absorb opposing projectiles with.

Having a Gravimetric Pulse shield on the screen limits your adversary's advances on the ground. This can be especially difficult for melee-oriented characters who do not have a projectile to dissipate the energy shield. Once it's on the screen, opponents must either deal with it or avoid it completely, and either option leaves them at a disadvantage.

Using Gravimetric Pulse H depletes any red vitality Nova has. Having any amount of red vitality below 200,000 increases the size and durability of the energy shield. If Nova has over 200,000 points of red vitality, the energy shield becomes larger, its durability is strengthened, and its duration is increased to 300 frames. In addition, it is possible to have two Gravimetric Pulse shields on the screen at once, as long as they are of differing levels. After depleting Nova's red vitality with Gravimetric Pulse H, you can perform another one right after it for even more space control.







Centurion Rush: Centurion Rush L is a slide attack that is OTG-capable and must be guarded low. If connected at any range besides point-blank, Centurion Rush can be followed with basic attacks for a combo. In combos where a ground bounce has already been used, you can perform Centurion Rush L canceled into Super Nova on a grounded foe for extra damage.

Centurion Rush M sends Nova flying down at an angle for an overhead attack. Nova is unable to combo basic attacks if connected, but it leaves him in a position to start an offense or attempt to throw. This attack is relatively safe if guarded on the ground, but it is easily punishable if your competitor jumps at the last moment to guard the dive in the air. You can use this attack safely with a crossover assist covering. If connected on an aerial opponent, Centurion Rush M causes a ground bounce that you can follow with a combo. It also has the unique property of infinite ground bounces, which you can utilize as a 100% damage combo in X-Factor. Consult the Combo Appendix for more details.

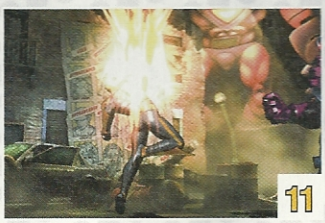
Centurion Rush H causes Nova to perform a shoulder charge into a launcher attack, which can be super jump canceled into an air combo. Centurion Rush H has super armor for 24 frames during the charge and absorbs any attacks that manage to get past its high priority. Even though no hitstun will be incurred, Nova still takes damage from absorbed attacks. You can use Centurion Rush H to blow through enemy attacks and projectiles to start a damaging combo. This attack is extremely unsafe if guarded, so using a crossover assist to cover is ideal.



Nova Strike: Nova charges toward the opposing character with a punch. Nova Strike covers a wide horizontal area, and you can use the move in the air, as well. Nova Strike L travels half a screen's length and causes a soft knockdown. Nova Strike M reaches near the end of the screen, causing a wall bounce. Nova Strike H travels the entire distance of the screen and causes a crumple if connected. Nova Strike H also can wall bounce an aerial opponent, making it possible to connect two consecutively to start a combo. All versions of Nova Strike are extremely unsafe, so only use Nova Strike if you are certain it is going to connect, or if you have a long range crossover assist covering you.



Flight: Nova's flight lasts for 110 frames. While Nova is in flight, you can perform an unlimited amount of airdashes during the duration of flight. If performed on the ground with a tiger knee motion, Nova floats much lower than if you had performed the move regularly off the ground. If used near your adversary, you can set up a quick overhead attack with ↓↗→↘ + S, air L, L, H (CANCEL) ↓↗→ + S. After Nova lands, you may continue the combo with crouching L.



Energy Javelin: Nova launches a javelin into the sky, far above super jump height. It then homes in on the opponent's position and causes a ground bounce if connected on an aerial adversary. The javelin disappears if Nova is attacked during its flight.

Energy Javelin's tracking is fairly accurate and is especially useful for dealing with competitors who like to rain projectiles from the sky. If you are sure the projectile can tag an aerial opponent, follow the ground bounce with Gravimetric Blaster or Nova Strike H. The javelin is able to reach targets at fullscreen, as well, making up for Nova's lack of a "real" projectile. Several Energy Javelins thrown behind a Gravimetric Pulse H shield can be extremely annoying for opposing players to deal with!

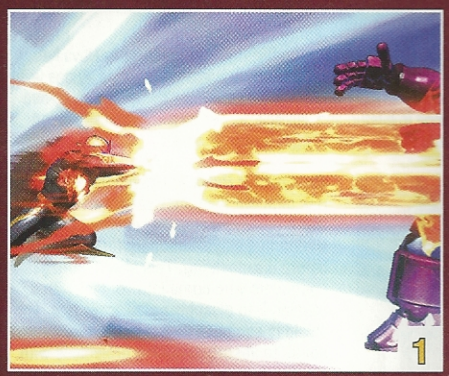


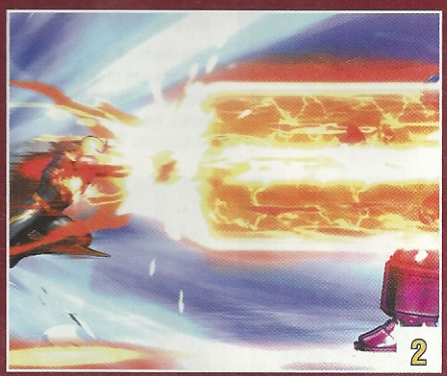
NOVA

NEW

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gravimetric Blaster (in air OK)	↓↙→ + ATK ATK	25~50	217,800~ 261,700	20+1	80	30	—	-18	Can be mashed for extra damage, knocks down, beam durability: 25 frames x 1 high priority durability points
2	Gravimetric Blaster (in air OK) (with less than 200,000 red life)	↓↙→ + ATK ATK	25~50	261,700~ 313,900	20+1	80	30	—	-18	Depletes Nova's red life, can be mashed for extra damage, knocks down, beam durability: 25 frames x 2 high priority durability points
3	Gravimetric Blaster (in air OK) (with at least 200,000 red life)	↓↙→ + ATK ATK	25~50	319,800~ 384,200	20+1	80	30	—	-18	Depletes Nova's red life, can be mashed for extra damage, knocks down, beam durability: 25 frames x 3 high priority durability points
4	Super Nova (in air OK)	→↓↙ + ATK ATK	40~79	237,000~ 283,000	10+1	45	29 or until grounded	—	-32	Can be mashed for extra damage, knocks down, beam durability: 40 frames x 3 high priority durability points
5	Human Rocket (in air OK)	↓↗← + ATK ATK	1~3	100,000 per hit	13+1	16	53 or until grounded	-28	-44	Can direct additional attacks by pressing a direction + ATK





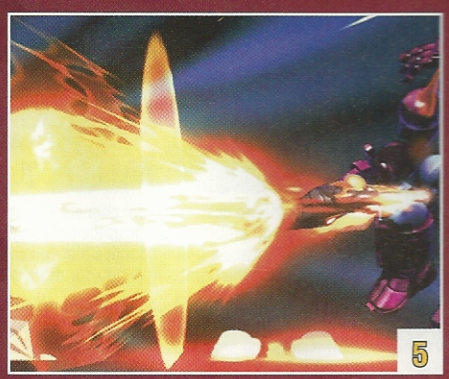


Gravimetric Blaster: Nova fires a beam of energy at his opponent. Like Gravimetric Pulse, Gravimetric Blaster can be strengthened at the cost of Nova's red vitality. Performing this hyper combo with any amount of red life between none and 200,000 increases the blaster's size and strength. Sacrificing 200,000 red vitality or more yields an even stronger beam that fills up a large portion of the screen. This hyper combo is mashable for more damage.

Gravimetric Blaster is difficult to punish if guarded because it pushes your competitor to a safe distance. However, a blaster not augmented by red vitality can be crouched under by the majority of the characters in the game, leaving Nova susceptible to heavy punishment. Your best bet is to use Gravimetric Blaster for combos or as fullscreen punishment for situations where Nova Strike H is too slow. You can use this hyper combo in the air, as well.



Super Nova: With this attack, Nova creates a sphere of energy, damaging all adversaries within its radius. This hyper combo is typically used to end combos, and it can be mashed for extra damage. Since the damage from this hyper combo comes mostly from the number of hits it produces, it is great when used to end long combos or to THC into. Super Nova has a long period of recovery time, making it highly punishable; use it only in situations where it is guaranteed to hit!



Human Rocket: With Human Rocket, Nova rockets into opponents for big damage. You can control Human Rocket slightly by pressing any ← with whatever direction you wish Nova to rocket to next, for a total of three hits. It also is projectile-immune and can be used to blow through projectile-based hyper combos, but its startup time must be taken into consideration. Human Rocket takes a long time to recover, so use it only in combos or if you are certain that it is going to connect.

"BLUE BLAZES, I'M AWESOME!"

Battle Plan



Protect yourself from frontal assaults with Gravimetric Pulse H while firing multiple Energy Javelins.



Use a long range crossover assist to cover slower attacks like Nova Strike H.

Nova's main strength lies in his ability to dish out damage. Simple bread and butter combos can deal upwards of 600,000 damage with minimal effort, and these combos can be started in several different ways. Learning to use long range crossover assists to cover the recovery of Nova's more powerful attacks is paramount to his offense. Given this, Nova is best placed first or second on a team so you can make use of crossover assists to shield these attacks.

At long range, you can take advantage of the tracking ability of Energy Javelin to harass your competitor. Cover yourself from ground advances with Gravimetric Pulse H, then throw Energy Javelins from fullscreen. This tactic is effective in that it forces the opposing player to make a move; if they are content in sitting back during the javelin rain, add in a long range crossover assist to add damage to your assault. If your adversary tries a forward advance, energy shield and all, you can interrupt their attack with a well-timed crouching (M) or Centurion Rush L. You can also use Centurion Rush H if your foe attempts to negate the shield with a projectile of their own. If your rival starts approaching from the air, this is a good chance to utilize Nova's air throw. All of Nova's throws can be followed with full combos from any location on the screen. Once an opponent's movement is made predictable with Nova's ground control, air throws become a viable tool in starting combos. See the Combo Appendix section for more details on how to combo off an air throw.

While this technique is useful against melee-oriented characters, characters with the ability to destroy the energy shield easily are more of a problem. In this case, try throwing only one or two javelins and reacting to whatever the opposing player does in retaliation. You can always cancel Energy Javelin into Gravimetric Blaster, so this can be an effective way to create an opportunity to connect it from a distance. If you see your foe readying a long range attack as a counter to the Energy Javelins, immediately cancel into Gravimetric Blaster to keep them under control. A long range crossover assist can help a lot against long range fighters to help set up the shield and javelins.



The angle in which air (H) attacks makes it useful for square jumps.



Use the priority of crouching (M) to counter your adversary's offense.

When you are ready to go in for a K.O., Nova has several options in terms of approach. Even though Nova's mobility is highly versatile, it is somewhat slow compared to other flying characters such as Magneto or Storm. Many of his forward-moving airdashes and special attacks have startup frames, making it difficult to use them as a means of approach. As such, your best bet in approaching is to use a crossover assist to cover advancing attacks such as crouching (M), Centurion Rush, and Nova Strike. An airdash forward canceled late air (H) is also a great way in closing the gap between Nova and the opposing character. You can employ these attacks at mid to long range, so Nova doesn't necessarily need to be close to be a threat.

Learning to use Nova's crouching (M) is key to doing damage. This attack launches Nova low to the ground as a torpedo and must be guarded low. Nova extends his fist far outward, giving this attack great priority. Its speed and priority make it ideal for use at mid range. If it connects, you can continue into a full combo for huge damage. If guarded, you can cancel into Gravimetric Pulse L, which isn't particularly easy to punish at -7 frames of advantage. Against more defensive competitors, crouching (M) can be canceled into Nova Slam, performed with ⇨ + (H). Nova Slam must be guarded high and is a good way of keeping foes on their toes with guarding. Mix this up with a delayed crouching (H) for a basic high-low mix-up game (delay the crouching (H) to mimic the slight startup of Nova Slam). For rivals who are advancing guard-happy, cancel crouching (M) into Gravimetric Pulse H and either continue with offense or throw a few Energy Javelins. For the best results, use crouching (M) with a crossover assist that can help pin the opponent down for tighter mix-up opportunities.

If you manage to get close to the opposing character, standing (L) is your fastest basic attack to use, starting up in 5 frames. However, this attack is easily ducked by most characters, decreasing its usefulness. Another option is crouching (L), which takes one frame longer to start. Unlike most characters, Nova's crouching (L) can be guarded high, so your go-to low attack at close range is crouching (M).

Up-close is a good position to sneak in a Nova Slam. Nova Slam must be guarded high and can be used to start one of Nova's powerful combos. Keep in mind that Nova steps forward when performing this attack, so he does not have to be at point-blank range to use it effectively. Once your target is conditioned to blocking crouching (M), throw in a Nova Slam for an unexpected overhead.



Nova can convert throws into huge damage.



Mix between crouching (M) and ⇨ + (H) to cover both high and low guarding from your opponent.

You can use Nova's airdashes as a means to set up an offensive, as well. You can perform a square jump by quickly canceling Nova's forward airdash from a normal jump with air (H). The angle of air (H) is great for square jumping, and you can even use it as a deep cross-up if properly positioned. Nova's triangle jump is best performed with an airdash straight down, since his down-forward airdash has too much startup to be good for a triangle jump. A triangle jump (L) is a quick overhead and also has a great angle for an air-to-ground attack. Nova does not have a quick low attack to mix up with, so go for an empty triangle jump into a throw instead.

Against a cornered competitor, mix up between crouching (M), triangle jumps, square jumps, Nova Slam, and throws to lead into your high-damage combos. Deploying a Gravimetric Pulse H energy shield against a cornered opponent limits their options further. Any attempts at advance guarding your offense can be countered with crouching (M), Nova Strike, or Centurion Rush to move back in, ideally with the cover of a crossover assist. If you get a forward throw or air throw on a cornered attacker, the regular Centurion Rush (L) OTG can only be followed with a hyper combo. For maximum damage, use Nova Slam to OTG instead, since it can be followed by basic attacks into a launcher.



COMBO USAGE

I. CR. M, CR. H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, M, M, H, S, LAND, →+H, S CANCEL ▸ FORWARD SUPER JUMP, AIR M, M, H CANCEL ▸ ↓↘→+L CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

696,800 damage, 2% meter loss

After canceling S into a forward super jump, let your character glide closely to the opposing character before doing air H. Doing so makes certain that you'll be in range for the link afterward.

You may add crouching L to the beginning of this combo for flexibility at that loss of damage (which drops to 670,300) and low attack opening. If crouching L, crouching M is blocked, you can chain into →+H or crouching H to stage a basic high or low guessing game.

II. CR. M, ST. H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, H CANCEL ▸ ↓↙←+S, DELAYED H, LAND, FORWARD DASH, ST. H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, H, S, LAND, →+H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

760,500 damage, 4% meter gain (or self sufficient for Super Nova ender)

Due to hitstun decay, this combo does not work if it's started from a jump attack or crouching L. To ensure that you can still do most of the combo if you start it with an air attack, remove the standing H done just after Nova lands from air H. After air H CANCEL ▸ ↓↙←+S, H CANCEL ▸ ↓↙←+S, fall a bit before doing air H. The later it hits, the easier it is to do the dashing standing H.

III. →+H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, AIR H CANCEL ▸ ↓↙←+S, DELAYED H, LAND, FORWARD DASH, ST. H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, H, S, LAND, →↓↘+L CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

754,000 damage, 26% meter loss

This combo is similar to **Combo II** but begins with the Nova Slam overhead.

IV. FRONT OR BACK THROW OR FRONT OR BACK AIR THROW, {FORWARD DASH} OR {FORWARD AIRDASH, LAND}, →+H, ST. H, S CANCEL ▸ FORWARD SUPER JUMP, H CANCEL ▸ ↓↙←+S, H, S, LAND, →↓↘+L CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

488,100 damage, 42% meter loss

Off of a ground throw midscreen, you must dash and do →+H as quickly as possible. This is difficult; if you can't do this consistently, you may opt to do →↓↘+L instead, which can be juggled after midscreen. After an air throw, you must airdash all the way to your adversary and land before doing →+H.

V. (AGAINST AN AIRBORNE OPPONENT) FORWARD JUMP, AIR M, M, DELAYED H, LAND, FORWARD JUMP, AIR M, H, S, LAND, →+H, S CANCEL ▸ FORWARD SUPER JUMP, AIR M, M, H CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

667,900 damage, 0% meter loss (or self sufficient for Super Nova ender)

Air H should be delayed slightly to make this combo easier. To make the combo easier, omit the first part and go straight into air M, H, S.

VI. CR. L, M, ST. H CANCEL ▸ DX, CR. M, ST. H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ ↓↙←+S, H CANCEL ▸ ↓↙←+S, DELAYED H, LAND, FORWARD DASH, S CANCEL ▸ FORWARD SUPER JUMP, AIR H, S, LAND, →+H, S CANCEL ▸ FORWARD SUPER JUMP, AIR H CANCEL ▸ →↓↘+ATK ATK (MASH ATK)

1,021,000~1,261,000 damage, 34~65% meter gain (or self sufficient for Super Nova ender)

Here's a standard X-Factor combo that you can use as a guaranteed K.O. against your opponent. While some characters' combos become difficult or different in X-Factor, Nova's combos actually become easier due to his increased speed.

ADVANCED TACTICS

NOVA CATAPULT



Cancel a forward airdash with air H to perform a square jump.



Canceling a forward airdash at the last possible moment to catapult Nova to the other side of the screen!

Nova's different airdashes all accelerate at different speeds. Airdashing diagonally in any direction has a noticeable pause before accelerating, while airdashing straight up or down is instant. Airdashing backward is quick enough to be useful as a method of escape.

Most unique is Nova's forward airdash. After a bit of startup, Nova charges forward, steadily accelerating before coming to a complete halt. You can cancel this airdash with any basic attack, adding with it the momentum of the airdash. Canceling early results in less forward momentum, while canceling late yields a greater speed.

The very last part of Nova's airdash is when he is moving the fastest. Waiting as long as possible before canceling the airdash results in Nova moving fast enough to reach the other side of the screen in one airdash! With the cover of a crossover assist, a well-timed forward airdash canceled into air H can be an effective way to get close to your target.

GRAVIMETRIC TRAP



Perform Gravimetric Pulse H, then slide underneath your opponent to complete the cross-up.

After a knock out, you can mix up the incoming character with an ambiguous Gravimetric Pulse H energy shield cross-up. Place the shield in or near the corner so that the next character will land directly on top of it. As they come in, use crouching M to slide underneath your rival, causing the shield to attack from the other side! You can also fake the cross-up by delaying the crouching M so that your adversary lands on the shield right before Nova crosses up with the slide.

Characters who can airdash are going to be inclined to airdash away to avoid the shield altogether. In this case, an air throw is the perfect way to counter their escape. Note that the air throw must be input after the opponent airdashes because an incoming character cannot be thrown until they have performed an action of their own. This setup works midscreen, as well, but it is more difficult for foes to escape when executed in the corner.



NOVA NEW

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing air combos, make sure to delay air M, M, H, so that all the hits of air S connect.

Try double tapping S after the ⇨ + H OTG to ensure that the launcher connects.

(AFTER A TAC) AIR H CANCEL ⇩⇙⇦ + S, M, M, H, S, LAND, ⇨⇩⇘ + L CANCEL ⇨⇩⇘ + ATK ATK (MASH ATK)

Notes	Damage
⇧ + S or ⇨ + S or ⇩ + S TAC to Nova	Varies based on damage scaling

⇨ + H CANCEL ✕✕, ⇨⇩⇘ + M, ⇩⇙⇦ + H, S CANCEL FORWARD SUPER JUMP, AIR H CANCEL ⇩⇙⇦ + CANCEL, H, S, LAND, ⇨⇩⇘ + L CANCEL ⇨⇩⇘ + ATK ATK (MASH ATK)

Notes	Damage
—	925,400~1,179,300 damage, 20~3% meter loss

FRONT/BACK THROW OR FRONT/BACK AIR THROW, (FORWARD DASH) OR (FORWARD AIRDASH), ⇨ + H CANCEL ✕✕, ⇨⇩⇘ + M, ⇩⇙⇦ + H, S CANCEL FORWARD SUPER JUMP, AIR H CANCEL ⇩⇙⇦ + S CANCEL, H, S, LAND, ⇨⇩⇘ + L CANCEL ⇨⇩⇘ + ATK ATK (MASH ATK)

Notes	Damage
—	692,800~851,400 damage, 21~7% meter loss

CR. M, ST. H, S CANCEL FORWARD SUPER JUMP, AIR H CANCEL ⇩⇙⇦ + S, H CANCEL ⇩⇙⇦ + S, H, LAND, FORWARD DASH, ST. H, S CANCEL FORWARD SUPER JUMP, AIR H CANCEL ⇩⇙⇦ + S, H CANCEL ⇩⇙⇦ + L, DOWNWARD AIRDASH, AIR H CANCEL ⇩⇘⇨ + L CANCEL ⇨⇩⇘ + ATK ATK (MASH ATK)

Notes	Damage
Requires corner	770,300 damage, 8% meter loss

⇩⇙⇦ + H, ATK + S, ST. H CANCEL ⇩⇙⇦ + H, ⇨⇩⇘ + M, ST. H, S CANCEL FORWARD SUPER JUMP, AIR M, M, H CANCEL ⇩⇘⇨ + L CANCEL ⇨⇩⇘ + ATK ATK (MASH ATK)

Notes	Damage
Nova's back must be facing corner	770,000 damage

⇨ + H CANCEL LEVEL 3 ✕✕, {⇨⇩⇘ + M, ⇨⇩⇘ + M} X ∞

Notes	Damage
This combo takes advantage of Centurion Rush M's indefinite ground bounce property, which is only possible during X-Factor level 3	100%

NEW

ROCKET RACCOON

"THE RACCOON'S THE KING OF THE BEASTS. SCREW THE LION."

Bio

REAL NAME
Rocket Raccoon

OCCUPATION
Interplanetary explorer

ABILITIES
Rocket Raccoon possesses the same heightened sense and speed as a raccoon on our world, but can also handle various weapons freely and possesses high intelligence that helps on the battlefield.

WEAPONS
Rocket skates that allow for flights of short distance, as well as a laser pistol. He can also use a variety of heavy firearms.

PROFILE
Rocket Raccoon is a raccoon from the planet Halfworld that has received several enhancements, upping his intelligence and battle awareness. He protects the colony as a ranger, and currently explores the realm outside of Halfworld as an interplanetary explorer.

FIRST APPEARANCE
Marvel Preview #7 (1976)



POWER GRID

- INTELLIGENCE: 3
- STRENGTH: 2
- SPEED: 2
- STAMINA: 2
- ENERGY PROJECTION: 1
- FIGHTING ABILITY: 4

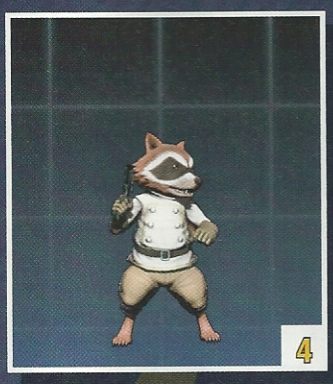
*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	750,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	140%	130%
Level 3 (1 teammate remaining)	160%	140%

Contrary to what his arsenal of traps and firearms would have you believe, Rocket Raccoon is at is his best when he is able to perform mix-ups against an opponent. It can be difficult to keep your competitor still long enough to perform a mix-up, so your objective when playing with Rocket Raccoon is a unique one: make contact with a crossover assist's attack.

When a crossover assist is about to make contact with the target, you can use the following mix-up tactics:

- **Use Tunnel Rat M or L before the assist hits to create a cross-up mix-up from anywhere on the screen**
- **Use air Ⓛ from a low-altitude hover to perform an incredibly fast overhead attack while your rival is dealing with the assist**
- **Use crouching Ⓛ to pepper in some low-hitting attacks so that your adversary won't know when to guard high**

How do you go about ensuring that the opposing character is in position to connect with your crossover assists?

- **Force your foe to wade through Rocket Raccoon's long range options such as crouching Ⓗ, Spitfire, and Pendulum, then attack with a crossover assist when your rival moves into the proper position**
- **Recognize when your opponent is going to land on top of an Oil Bomb or Claymore trap, and summon an assist while your competitor is stuck in place**
- **Keep your foe in guardstun when up close using aerial chains starting from a low-altitude air Ⓜ and simultaneously call an assist**
- **End combos in the corner without using the Rock 'n' Roll hyper combo, and instead set up your adversary to guard a crossover assist as they stand**

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	31,000	248	4	2	10	-1	-1	Chains into L attacks
2	Standing M	1	42,000	336	6	3	15	-2	-2	—
3	Standing H	1	60,000	480	10	8	18	-5	-5	Inflicts chip damage, beam durability: 5 frames x 2 low priority durability points







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	30,000	240	4	2	11	-2	-2	Low attack, chains into L attacks
2	Crouching M	1	45,000	360	6	4	16	—	-4	Low attack, knocks down
3	Crouching H	1	60,000	480	12	8	19	-6	-6	Inflicts chip damage, beam durability: 5 frames x 2 low priority durability points







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	60,000	480	8	4	26	—	-9	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	33,000	264	5	3	14	+9	+9	Overhead attack
2	Air M	1	45,000	360	6	5	23	-2	-2	—
3	Air H	1	60,000	480	8	4	24	+16	+16	Overhead attack









Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	70,000	560	9	4	23	+14	+13	Inflicts chip damage, causes hard knockdown if used in launcher combo, projectile has 5 low priority durability points
2	Air ⇧ + (S) (during launcher combo)	2	105,00	880	8	4	29	—	—	Tags in next available ally while lofting opponent upward
3	Air ⇨ or ⇦ + (S) (during launcher combo)	2	95,000	800	6	5	23	—	—	Tags in next available ally while causing wall bounce, steals 1 hyper meter from foe
4	Air ⇩ + (S) (during launcher combo)	2	95,000	800	9	4	29	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter









Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Wild Ripper	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Wild Ripper	⇨ + (H)	1	65,000	520	9	6	26	-11	-11	—



Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opponents out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + (H) (ground)	4	80,000	800	1	1	Hard knockdown
	⇦ + (H) (ground)	4	80,000	800	1	1	Hard knockdown
2	⇨ + (H) (air)	4	80,000	800	1	1	Hard knockdown
	⇦ + (H) (air)	4	80,000	800	1	1	Hard knockdown





As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Rocket Raccoon—α	Rock 'n' Roll	Spitfire M	2	50,000 x 2	400 x 2	39	20	126	96	Each projectile has 4 low priority durability points
2	Rocket Raccoon—β	Rock 'n' Roll	Claymore	10	97,300	1200	39	—	106	76	Claymore lasts for 180 frames, projectile has 5 low priority durability points, creates explosion on contact with beam durability: 10 frames x 1 low priority durability points, can be destroyed by attacks, absorbs attack on contact
3	Rocket Raccoon—γ	Rock 'n' Roll	Pendulum	1	80,000	640	44	—	122	91	Wall bounces foe, projectile active for 31 frames and has 10 low priority durability points







All three of Rocket Raccoon's assists are exceptional and allow him to fill different roles on different teams from the bench.

Rocket Raccoon—α functions similarly to the popular Sentinel—α crossover assist, with the added bonus that the projectiles won't disappear if Rocket Raccoon is hit, making it an excellent assist for offensive teams and a great fit for any other team! The assist variation of Spitfire Twice slightly varies from the special move, since it has more projectile durability points and fires shots farther apart than Rocket Raccoon can on his own. This gap benefits offensive characters because opponents who guard one projectile emerge from guardstun before the second hits, making them susceptible targets for cross-up mix-ups. Thanks to Rocket Raccoon's small stature, the projectiles fire low enough to pass under many opposing projectiles, which can penetrate zoning walls and give offensive characters an opening to blitz their rival!

Rocket Raccoon—β is Rocket Raccoon's Claymore mine attack and is an excellent tool on offense and defense. When an adversary makes contact with the mine, they are sprayed with a 10-hit blast of shrapnel, locking them in guardstun long enough for an offensive character to set up a mix-up or hit them, opening them up for a combo! A mine placed over a knocked down foe explodes when they stand up, mitigating their options and allowing offensive characters to continue applying pressure. Defensively, this assist can intimidate a competitor and make them hesitant to rush in, even if they hit your point character, the mine stays in play, forcing the opposing player to deal with the assist. Claymore can absorb a single attack, so opponents cannot easily destroy a mine without putting themselves at risk for a big punish.

Rocket Raccoon—γ gives a character instant access to the powerful Pendulum log trap attack, making it great for long range teams since it covers a huge portion of the screen. The log trap causes wall bounce on hit and can easily be converted into a combo, discouraging offensive characters from rushing in while giving zoning characters more time to chip away at their target.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↙→ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	6	26	—	-11

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2, 3, 4, 5, 6	Spitfire (in air OK)	↓↙→ + ATK	1	40,000	320	15	—	35 (air: until grounded)	-10 (air: +10)	-10 (air: +10)	L version is OTG-capable, projectile has 3 low priority durability points
	Spitfire Twice (in air OK)	(during Spitfire) ATK	1	40,000	320	10-14+3	—	35 (air: until grounded)	-10 (air: +3)	-10 (air: +3)	L version is OTG-capable, projectile has 3 low priority durability points
7	Oil Bomb	→↓↙ + L	—	—	—	15	—	13	—	—	Bomb hits ground after 39 frames, creates a patch of oil upon contact with ground that lasts 300 frames, can be detonated in air or on the ground by Spitfire, standing H, or crouching H
8	Oil Bomb Air Explosion	—	1	70,000	560	1	8	—	—	—	OTG-capable, knocks down, projectile has 5 medium priority durability points
9	Oil Bomb Ground Explosion	—	10	10,000 x 10	80 x 10	1	100	—	—	—	OTG-capable, disappears if Rocket Raccoon is hit
10	Mr. Flapper	→↓↙ + M	1	70,000	560	27	—	8	+22	+22	OTG-capable, active for 10 frames, ground bounces airborne and knocked down foes, disappears if Rocket Raccoon is hit
11	Pendulum	→↓↙ + H	1	90,000	720	20	—	30	—	+3	Wall bounces adversaries, projectile active for 28 frames and has 5 low priority durability points, no longer hits opponent if Rocket Raccoon is hit

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
12, 13	Angel Gift	↓ ↙ ← + L	1	80,000	640	3	—	17	+36	+36	Trap has 5 low priority durability points and lasts 180 frames, rock falls toward rival on contact with them, rock has 5 low priority durability points, trap disappears if Rocket Raccoon is hit
14, 15	Claymore	↓ ↙ ← + M	10	97,300	1200	15	—	25	+16	+16	Claymore has 5 low priority durability points and lasts 180 frames, creates explosion upon contact with competitor with beam durability 10 frames x 1 low priority durability points, can be destroyed by attacks, absorbs attack on contact, trap disappears if Rocket Raccoon is hit
16, 17	Grab Bag	↓ ↙ ← + H	1	56,000	800	25	—	15	—	+5	Hard knockdown, trap has 5 low priority durability points and lasts 180 frames, captures rival upon contact, trap disappears if Rocket Raccoon is hit
18	Rocket Skate (can be directed)	(→ and ←) + ATK + S	—	—	—	30	—	—	—	—	Special-cancelable
19	Rocket Skate (can be directed)	(↖, ↑, and ↗) + ATK + S	—	—	—	22	—	—	—	—	Special-cancelable, airborne from frame 11
20	Air Rocket Skate (can be directed)	(in air) (↙, ←, ↖, ↑, ↗, and →) + ATK + S	—	—	—	22	—	—	—	—	Special-cancelable, has an additional 11 frames of recovery if directed into the ground
21	Air Rocket Skate (can be directed)	(in air) (↖ and ↓) + ATK + S	—	—	—	14	—	—	—	—	Special-cancelable, has an additional 11 frames of recovery if directed into the ground
22	Tunnel Rat	↓ ↓ + L	—	—	—	13	—	27	—	—	Invincible from frames 13-21
23	Tunnel Rat	↓ ↓ + M	—	—	—	13	—	27	—	—	Invincible from frames 13-21
24	Tunnel Rat	↓ ↓ + H	—	—	—	13	5~126	9~8	—	—	Invincible from frames 13-17~138, hold H to stay underground longer, can move while underground using the controller



Spitfire and Spitfire Twice: Rocket Raccoon can fire his unique projectile in three different directions, then instantly fire another projectile in a different direction at the press of a button. The button used when performing this attack determines where Rocket Raccoon fires his gun: L fires an angled shot downwards, M fires in a straight horizontal line, and H fires an angled shot toward the air. You can fire Spitfire a second time by pressing a button after the first shot is fired, and you can aim it in a different direction than the original shot. This lets you use Spitfire H to fire into the air, then Spitfire Twice to shoot across the ground, allowing Rocket Raccoon to cover a large portion of the screen.

Spitfire projectiles are fired incredibly low to the ground, allowing them to pass under other projectiles that would normally nullify them. If forced to trade, Rocket Raccoon isn't likely to overpower an opponent even with Spitfire Twice because each projectile only has 3 low priority durability points. Rocket Raccoon's aerial Spitfire aborts his jump trajectory and causes him to stop in the air, so jumping over your foe's projectiles and firing back with aerial Spitfire L is a much safer way to deal with other long range characters.

The aerial version of Spitfire recovers as soon as Rocket Raccoon lands on the ground. This results in very quick recovery when fired at low altitudes, giving you more time to establish your defense or set up a crossover assist. Avoid trying to use Spitfire from super jump height, since Rocket Raccoon can only use Spitfire once in the air and is completely vulnerable until he lands. Spitfire L doesn't fire low enough to keep your foe from dashing in, so your adversary can easily punish you before Rocket Raccoon hits the ground.

The L version of Spitfire is OTG-capable, but it lets your rival recover in the air before Rocket Raccoon can attack again, limiting its usefulness as a combo extender.

Oil Bomb: In this unique attack, Rocket Raccoon throws a bomb in the air that lands and then causes a puddle of oil to appear on the ground. By itself, Oil Bomb cannot hit an opponent at all, and it completely passes through them on contact. If Oil Bomb lands on the ground when a puddle of oil is on the ground, the earliest puddle of oil is removed from the screen.



When Oil Bomb is detonated in the air, it cases a small OTG-capable explosion that knocks your attacker down. If you cause Oil Bomb to detonate with crouching H and the explosion hits the enemy, you can then chain into Wild Ripper (→ + H) and start a combo!

When the puddle of oil is ignited, it causes an OTG-capable inferno on the ground for 100 frames. This fire creates a huge amount of hitstun and guardstun, giving you plenty of time to set up a mix-up. If Rocket Raccoon is hit while an ignited puddle of oil is out, the inferno disappears, so make sure Rocket Raccoon is safe from danger before setting it up.

No one but the Rocket Raccoon that threw the Oil Bomb can explode or ignite it, not even an opposing Rocket Raccoon.



Mr. Flapper: A massive, OTG-capable bear trap emerges from the ground and swipes a large area in front of Rocket Raccoon, causing a massive amount of hitstun against your foe. If Mr. Flapper hits an airborne opponent it causes a ground bounce, making it an essential component of Rocket Raccoon's combos.

If the bear trap successfully hits the enemy, you have plenty of time to dash in and start a combo. During X-Factor, Rocket Raccoon is fast enough to link several bear traps together! Even when guarded, Mr. Flapper leaves Rocket Raccoon at a +22 frame advantage, giving you ample time to perform a mix-up or Rocket Skate to safety. The bear trap extends high enough to hit characters who often take to the air, and it can hit adversaries even at the peak of normal jump height. It is a good tool to punish aerial enemies because it covers an angle that Pendulum misses.

Mr. Flapper has 27 frames of startup and disappears if Rocket Raccoon is hit before the bear trap comes out, so avoid using it when under heavy duress.



Pendulum: A log trap flies from behind Rocket Raccoon and swings forward in an arc, covering most of the screen, and causes wall bounce on hit, which you can convert into a combo from anywhere on the screen! The arc of Pendulum covers almost the entirety of normal jump space and most of the ground in front of Rocket Raccoon, making it a good deterrent against opponents trying to rush in.

Pendulum has long startup, so it's best used when Rocket Raccoon is covered by a crossover assist or his own Spitfire. There are dead spots in the log trap's arc that can be avoided if a rival jumps toward it, crouches under it from across the screen, or in front of Rocket Raccoon. Keep in mind that if Rocket Raccoon is hit before Pendulum connects with the opposing character, the log trap no longer hits its target; make sure Rocket Raccoon has ample distance from his foe before throwing it out.





Angel Gift: This attack makes Rocket Raccoon place a landmine that sticks to the ground for 180 frames. When triggered, Angel Trap causes a boulder to fly from the top of the screen onto the opponent. The boulder is an OTG-capable overhead attack and causes ground bounce when hitting a knocked down or aerial competitor.

Unlike Trish's ground traps, a rival who jumps over Angel Gift can avoid the mine, as Rocket Raccoon's landmines are only triggered when an opponent makes contact with them on the ground. Angel Gift recovers very quickly and causes Rocket Raccoon to hop backward after placing it, making it a very safe move to throw out and take up space on the ground.

It takes 30 frames for the boulder to reach a grounded opponent after the mine is triggered, so challengers can quickly dash through the mine and avoid the boulder completely. This mine is best used when an adversary is guarding Rocket Raccoon's basic attack chains, so you can quickly maneuver Rocket Raccoon to safety.

Angel Gift disappears if Rocket Raccoon is hit or if he attempts to place more than one on the ground, although you can place his other landmines while Angel Gift is already out.





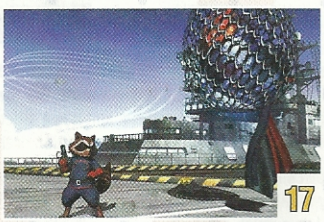
Claymore: This landmine attack places a mine that (when activated) sends a blast of shrapnel at the target, locking them in place! Claymore is a very useful tool on offense and defense, as it can function as both an anti-air as well as a lockdown tool, much like Oil Bomb. This landmine is slower than Angel Gift, making it less useful as a safety tool, but it is faster than Grab Bag, so you can use it in more offensive and defensive situations.

The shrapnel released by Claymore keeps the opponent in guardstun or hitstun for a very long time, leaving Rocket Raccoon at +16 frame advantage and gives you plenty of time to mix up your competitor. Place one over a knocked down opponent, forcing them to stand up into it, which keeps them locked down!

Claymore's unique properties make it very effective on defense, both as an anti-air and a shield. If an opponent jumps at Rocket Raccoon while a Claymore is out and they do not hit him, they must block the Claymore explosion. Claymore can be destroyed if it is hit by a basic attack, but Claymore completely absorbs the hit, making it whiff through Rocket Raccoon and giving you time to punish the opposing player for whiffing a move!

Like Rocket Raccoon's other landmine attacks, Claymore is only triggered when an opponent touches it on the ground, and you can only place one of each type of mine on the screen at the time. If Rocket Raccoon is hit before the landmine explodes, it disappears from the screen.





Grab Bag: Rocket Raccoon's final landmine is the slowest of them all, but has the highest reward: if Grab Bag successfully hits the opposing character it will trap them in a net in the air for 45 frames, allowing you to easily react and land a full combo.

This landmine is best used completely as a defensive tool, since it has the longest startup of any of the three landmine attacks. Lay one on the ground while firing Spitfire and Pendulums to further deter opponents from rushing in.

If the Grab Bag net hits an opponent, you can land a fairly sizable combo, but this trap has significant damage scaling, so it deals as much damage as a combo starting from a throw. If your target is released before they are hit out of the trap they get dumped onto the ground in a hard knockdown state. This still allows you plenty of time to capitalize with Mr. Flapper for a ground bounce combo! Like the other mines, Grab Bag only connects if an opponent touches it on the ground, disappears if Rocket Raccoon places another one, and is destroyed if Rocket Raccoon is hit.









Rocket Skate: Using his rocket-powered boots, this move allows Rocket Raccoon to quickly dash around the screen in five directions on the ground and eight directions in the air! Rocket Skates are cancelable from basic attacks and greatly increase Rocket Raccoon's mobility; making for an especially powerful tool when canceled into from crouching H or jumping S. Even better, Rocket Skate can be canceled at any point into a special move! This has several applications: safely place a landmine far in front of Rocket Raccoon by using Rocket Skate forward, then cancel into Claymore to hop back safely; quickly retreat while littering the ground with traps by using backwards Rocket Skate and canceling into landmines; gain space to establish momentum by using backwards Rocket Skate, cancel into up-back Rocket Skate, then cancel *that* into a low-altitude Spitfire. The possibilities are endless!

In the air, you can use Rocket Skate to quickly move Rocket Raccoon across the screen. The down-forward version, however, recovers substantially faster than the rest, allowing Rocket Raccoon to dash in and attack his opponent with an overhead air L, or quickly land and attack with a low-hitting crouching L! Rocket Skate has an additional 11 frames of recovery if Rocket Skate is still active when Rocket Raccoon touches the ground, so ensure you're at the proper height before attacking with the down-forward version.

Rocket Skates forward and backward have more recovery than the others, and moving forward in particular is unsafe if canceled into from basic attacks, so you should generally cancel into backward Rocket Skate to create distance from an attacker.







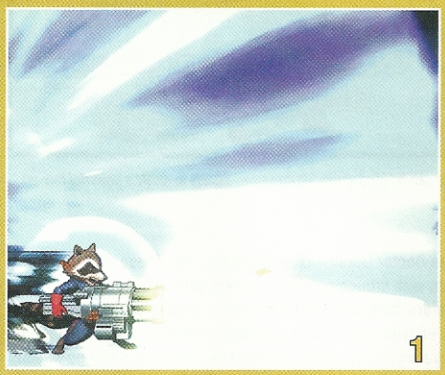
Tunnel Rat: This attack causes Rocket Raccoon to dig under the ground, then reemerge in a location depending on the button pressed. The L version causes Rocket Raccoon to emerge directly in front of his opponent, while the M version pops him up behind his foe.

The H version causes Rocket Raccoon to dig into the ground and stay there as long as (H) is held, allowing forward and backward movement using the controller. Rocket Raccoon emerges whenever the button is released or if two seconds have passed. While Rocket Raccoon moves underground slowly and cannot call assists, he only takes 9 frames to emerge, which is impossible to react to. This allows you to catch your competitor off guard with a throw or crouching (L), or hyper combo cancel into Mad Hopper to stop your adversary from attacking you as you emerge!

The M version is one of Rocket Raccoon's most useful mix-up tools because it always goes behind the opposing character, even in the corner. When used in combination with crossover assists, you can have Rocket Raccoon perform a nearly invisible fullscreen cross-up! If the assist hits, you can capitalize for a combo, and if it's blocked, Rocket Raccoon will remain next to the target even if they use advancing guard, allowing you to further mix up your rival!

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Rock 'n' Roll	↓↙←+ ATK ATK	35~69	246,800~ 288,800	8+2	67(82)1	36	-5	-15	Can be mashed for extra damage, 34th hit places opponent in spinning knockdown, final hit has homing capability and knocks down, each projectile has 1 high priority durability point, final projectile has 5 high priority durability points
2	Mad Hopper	↓↖←+ ATK ATK	1	220,000	10+1	—	28	—	+8	Knocks down, projectile has 5 high priority durability frames and lasts 600 frames, activates on contact with foe
3	Rocky Raccoon (Level 3 Hyper Combo)	→↓↘+ ATK ATK	15~50	370,000~ 412,000	8+1	15	5	—	+1	OTG-capable, can be mashed for extra damage, hard knockdown, projectile has 5 high priority durability points



Rock 'n' Roll: During this hyper combo, Rocket Raccoon unloads a barrage of chain gun bullets into his opponent, which can be mashed for up to 42,000 points of additional damage. This move sends foes spinning into the air, then finishes them off with an enormous homing energy ball. This hyper combo reaches to a fullscreen distance, making it useful as a THC into or out of other long range projectile hyper combos. It's also great as a crossover combination, since the last hit leaves your opponent in a slow, completely vulnerable spinning state that a point character can convert into a full combo!

It's best to only use Rock 'n' Roll during combos because it is incredibly unsafe if guarded; the delay between the chain gun and homing shot is long enough for nearly every character to dash in and punish, even from all the way across screen. When using it in a combo, make sure your adversary isn't bouncing too high, because this hyper combo fires so low to the ground that it can completely whiff if used after certain anti-air attacks.



Mad Hopper: This hyper combo causes Rocket Raccoon to place an enormous landmine on the ground that sends the opposing character hurtling through the air after it hits them! Depending on the buttons pressed to perform this hyper combo, the landmine sends your foe in different directions: (L) + (M) sends them to the left, (M) + (H) bounces them to the right, and (L) + (H) ejects them straight into the air. It's best to mostly use the (L) + (H) version, as you can always combo off it if Rocket Raccoon is close to his rival. The others should be used if you're trying to create a very specific situation; if you switch sides with your foe, an opponent hit by Mad Hopper gets sent farther from Rocket Raccoon, preventing you from converting the hit into a combo.

Unlike with Rocket Raccoon's other mines, you can place multiple Mad Hoppers at the same time, allowing Rocket Raccoon to literally create a minefield out of the screen! If Rocket Raccoon has plenty of meter, consider spending some meter to place a landmine on the ground; landmines stay on screen for 10 seconds, creating a hazard that competitors must carefully avoid. Mad Hopper stays on screen if Rocket Raccoon tags out, allowing Rocket Raccoon to safely tag out and allow your teammates to pressure while under the cover of the mine.



Rocky Raccoon: When this hyper combo is performed, a hole opens up directly under your opponent, no matter where they are in the screen. If this hyper combo hits, it can be mashed for 42,000 additional points of damage and can OTG from anywhere on the screen, dealing huge unscaled damage.

The hole may be in the ground, but this hyper combo can hit foes in the air, as well, and you can use it as anti-air from afar. Rocket Raccoon has no invulnerability during this hyper combo, making other options better choices from close range. In general, Rocky Raccoon should mostly be used at the end of long combos.

"LET'S SEE HOW CUTE I AM AFTER I STRANGLE YOU WITH YOUR OWN INTESTINES."

Battle Plan

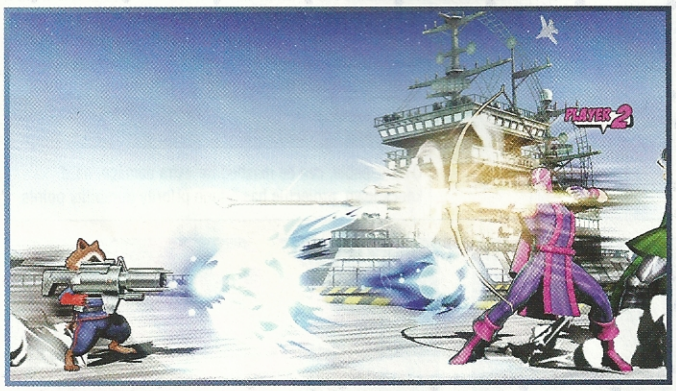
While Rocket Raccoon has many zoning tools, he's not an exceptional fullscreen character; he generally loses long range battles to other zoning characters due to his low projectile durability output, and his keepaway tools against aggressive characters generally don't add up to enough damage to base a consistent gameplan around.

Rocket Raccoon's primary goal is to simply make contact with an assist. You should use his projectiles and traps to corral your opponent where you want them to be, call a crossover assist, and use Tunnel Rat M to cross up your adversary before the assist hits.

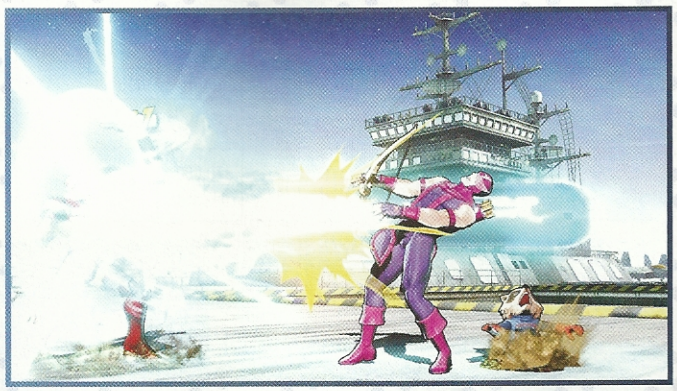
Begin by preventing your foe's forward movement by using an upward-angled Spitfire H followed by Spitfire Twice M to cover both the ground and the air. This tactic works even better when performed right off the ground by inputting ⇩⇘⇨⇗ + H, M to reduce Spitfire's recovery time! After Spitfire, immediately fire off a Pendulum to further cover the screen and push your competitor back. If Pendulum hits, you can follow up with a combo by using Rocket Skate to dash toward your rival, then pick them up out of the sky with an S launcher!



Spitfire fired immediately after jumping recovers faster than if performed on the ground. Use the H version followed by the M version to cut off a huge chunk of the screen!



Rocket Raccoon becomes tiny when using Spitfire, so he can sometimes go toe-to-toe against characters that can dwarf his projectile durability output.



Tunnel Rat M is very difficult to see and can be used alongside crossover assists to create a powerful mix-up.

Rocket Raccoon becomes much stronger when using a long range crossover assist that travels across the screen quickly, such as Doctor Doom—α or Hawkeye—α. These allow you to set up cross-ups using Tunnel Rat M from anywhere on the screen! After firing a low-altitude Spitfire wall, substitute Pendulum with crouching H to prevent your opponent from jumping while simultaneously calling a crossover assist, then cancel the crouching H into Tunnel Rat M to cross up your foe before the assist makes contact. If the assist hits the target, immediately go into a combo. If your adversary is catching on to your tactics making Rocket Raccoon tunnel behind them, mix it up with Tunnel Rat L and stay in front of your opponent to keep them guessing. If the mix-up fails and your challenger blocks the assist, Rocket Raccoon will generally be directly next to your opponent at frame advantage, where you can go directly into his close range mix-ups! Consult the gameplay sections further for more details on how to confound an attacker at close ranges.

If your foe is trying to super jump over your Spitfire, place a Claymore for him or her to land into instead of throwing out Pendulum. If your opponent attacks on their way down, they'll get hit by the Claymore, which you can convert into a combo. If they manage to block the Claymore, dash in and attack while calling a crossover assist, then go into a mix-up. If your competitor is getting used to your use of Claymore and constantly blocking, jump up and surprise them with an air throw, which can be converted into a combo.

While Rocket Raccoon is fullscreen, you generally have time to send out an Oil Bomb and create another defensive obstacle. You can set one up while keeping up your Spitfire wall by throwing out an Oil Bomb, then igniting it with standing H canceled into Spitfire! This is especially effective against aggressive foes who have to close the distance on Rocket Raccoon in order to attack, since they eventually must deal with the wall of flames. If they jump and guard the flames, call an assist, and use this guardstun as an opportunity for a mix-up! If the other player is deterred by the flames and camps in front of them, punish this passive gameplay by calling a long range crossover assist and perform a Tunnel Rat mix-up. While Oil Bomb creates a small hole in your Spitfire zoning, it can create a solid defensive wall that is particularly effective against characters who have to super jump to close the distance on Rocket Raccoon. Against characters with more mobility, avoid using this tactic too often, as it gives them an opportunity to break through your Spitfire defense.

Against other long range characters, Rocket Raccoon will likely get beat in a firefight because Spitfire can't keep up with the durability point output of other long range characters. Against some, Rocket Raccoon can go under their attacks using Spitfire M shots. Alternatively, Rocket Raccoon can avoid projectiles and respond with air Spitfire L relatively safely, but his low health and damage output generally cause you to lose out in the end in a war of attrition. Instead of engaging in firefights at a tactical disadvantage, look for opportunities to call a long range crossover assist and get behind your opponent using Tunnel Rat M. Beam assists make great partners for Rocket Raccoon because they help you use Tunnel Rat to cross up your adversary and also provide additional firepower in a long range firefight.

Without a long range crossover assist, Rocket Raccoon tends to have trouble storming in against other long range characters and using Tunnel Rat M in general. While Tunnel Rat M can be difficult to see, the recovery is long enough to get him punished without cover, and his low health ensures that most characters can put him out of commission in a single combo. In situations where you can't win a firefight, work your way to get Rocket Raccoon to mid range by methodically super jumping and using hover or Rocket Skates, or use Tunnel Rat H to slowly close the distance against your competitor.

When at a range where challengers can normal jump at Rocket Raccoon, he's at his weakest—Spitfire becomes very risky if it misses and opposing characters can avoid Pendulum completely. Calling out crossover assists at this range also becomes incredibly risky because both Rocket Raccoon and his assist can get knocked out if called at an improper time. If you can't safely get out an assist, concentrate on closing the distance from your rival or getting back into long range to continue chipping away with projectiles.

Against characters trying to keep Rocket Raccoon away, you should generally look for a way to close the distance and have him get in close. Using Rocket Skate, Rocket Raccoon can quickly close the distance and initiate offense by super jumping, then canceling into aerial down-forward Rocket Skate when halfway to the apex of the jump. If performed properly, Rocket Raccoon can attack with an air L just barely before hitting the ground, creating a particularly strong mix-up. Dash down with air L, then immediately follow up with crouching L to force your opponent to guard from high to low extremely quickly, if they can even block the air L at all! Mix this up by performing air M out of the airdash followed by an air S, changing the second hit to an overhead attack. These attacks are too fast to guard on reaction, so the opposing player is forced to guess which attack is coming second, which makes for a strong mix-up.



Rocket Skates can't be canceled into basic attacks...



...but when performed at the right height, Rocket Raccoon can throw out a crouching L just before landing!

Opponents who are trying to attack Rocket Raccoon from mid range have much less predictable movement patterns, making it much more difficult for you to land this mix-up. Adversaries who approach from the ground can be cut off by using Rocket Skates downward instead of down-forwards into the same mix-up to evade their attack and drop down with an attack of your own.

Dealing with a competitor approaching from the air is much trickier, since your foe can easily hit Rocket Raccoon out of Rocket Skates. Rocket Raccoon's crouching M, crouching H and S launcher are all excellent anti-air attacks that lead directly into combos but are difficult to use consistently in this manner against characters with additional aerial movement options. While it's relatively easy to properly time these anti-air attacks against a standard jump, trajectory-altering abilities greatly complicate things. Instead, it's best to avoid your rival completely by using Rocket Skate backward to increase the distance between Rocket Raccoon and his foe. Create some cover with crouching H while calling a crossover assist, then cancel into backward Rocket Skates, and then cancel the Rocket Skates with Claymore or Angel Gift. By placing a mine at the end, Rocket Raccoon hops even farther backward while placing additional cover on the screen! Your crossover assist may be placed in danger if your opponent evades the crouching H projectile, but a Claymore can protect your assist from massive damage by absorbing a hit, allowing them to escape a full combo. Use the time earned from escaping to place another Claymore or lay down a quick, low-altitude spitfire wall.



Force an airborne opponent to land into a Claymore, which keeps them in guardstun long enough to mix them up!

Air throws are always a solid way to deal with opponents approaching from the air, and you can easily convert a connected throw into a solid combo with Rocket Raccoon. Unfortunately, Rocket Raccoon can't easily convert into a combo if an accidental air H hits an adversary during an air throw attempt. Instead, option-select an air down-backwards Rocket Skates during every air throw attempt to cruise back to the ground in an attempt to make it safer. Calling a crossover assist that can function decently as an anti-air when attempting an air throw also works well because if the opposing player breaks the air throw or guards the air H, they'll be forced to land on the assist, allowing you to immediately go into a mix-up.

If it's too difficult to start an offense or easily escape your opponent from medium range, safely laying a Claymore should be the next focus. Once Claymore is out, Rocket Raccoon's safety is almost ensured, buying you time to plan your next move.



When Rocket Raccoon's hover is performed very low to the ground...



...he can perform a nearly instant overhead!

Once at close range, you can have Rocket Raccoon overwhelm his opponent using an incredibly fast mix-up featuring his hover ability! By pressing ↑ ↑, Rocket Raccoon alters his jump trajectory and uses his tail to slowly float toward the ground. This can be performed almost immediately off the ground and then canceled into a jumping attack by inputting ↑ ↑ + L, giving Rocket Raccoon a ridiculously fast overhead that you can chain into air M, S for a combo! Challengers must guess in order to block this overhead properly, so mix this up by simply attacking with crouching L. If either of the mix-up's option are guarded, you can simply do it again if your competitor doesn't use advancing guard.

Rocket Raccoon's crouching L has very short range, and a rival can counter a hovering L by sticking out attacks, so it's best to set this mix-up by forcing your opponent to block a crossover assist. If you have a crossover assist that can put your foe in guardstun for an extended period, like Chun-Li—γ or Dante—β, pepper in crouching L attacks to keep your opponent guessing when you're going to pull out the overhead.

If your adversary is successfully blocking your mix-up and pushing you out using advancing guard, try to maintain your momentum using air M. Rocket Raccoon's air M propels him forward in the air, allowing him to attack while advancing, occasionally avoiding advancing guard altogether. It also comes out quickly and can chain into air H or S, allowing you to maintain the attack on your target. Even though it's an aerial attack, your competitor can guard it standing or crouching, but no characters can avoid it by ducking under it. The aerial chain gives Rocket Raccoon huge frame advantage, making it a great tool to maintain proximity to his rival. If you're too far to use air M, you can use that as an opportunity to set up a mix-up with down-forward Rocket Skates. Be sure to call a crossover assist immediately after landing to give Rocket Raccoon cover on his way toward his foe.

While in close range, have Rocket Raccoon make liberal use of his crossover assists and summon them whenever possible. From anywhere outside of point-blank range, your goal should still be to force your opponent to guard a crossover assist so you can perform a hover mix-up.

Whenever an adversary is successfully mixed up, you can convert into a combo that can carry your opponent very far across the screen toward the corner. If your challenger ends up in the corner and finishing a combo with Rock 'n' Roll won't vanquish them, save the meter and prepare a mix-up using your crossover assist instead. Maintaining your corner pressure is often more valuable than the damage caused by the hyper combo, as it is not uncommon for Rocket Raccoon to keep momentum for two to three combos and defeat a character without using a hyper combo at all!

COMBO USAGE CONT.

I. CR. M, ST. H, CR. H, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M, →↓↘ + H, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, {→↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)} OR {→↓↘ + ATK ATK, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)}

618,100~1,012,600 damage, 41~341% meter loss

This combo may be started off of Rocket Raccoon's commonly used instant air M, S attack opening, which can be linked into twice in a row before proceeding into **Combo II** (for 631,500 total damage).

Rocket Skates is used after Pendulum to move Rocket Raccoon into position to launch after the wall bounce. This puts him exactly where you need him to be and is easier than trying to time a forward dash, which might not even get him close enough to hit smaller opponents.

The final OTG Mr. Flapper to Rock 'n' Roll must be super canceled well before the bear trap hits; the trap comes out even if super canceled early. If the bullets hit at the exact moment the trap hits, the combo works despite the ground bounce being previously used. This isn't as hard as it sounds, but it can be tricky if you're trying to cancel the hyper combo after seeing the bear trap hit.

Cancel into Spitfire M, Claymore, or backward Rocket Skate when the opening string is guarded. Claymore deals heavy chip damage when blocked and sticks your adversary in guardstun, allowing you to call a crossover assist and try another mix-up.

If you have the meter, you can end the combo with Rocket Raccoon's level 3 hyper combo to add a ton of unscaled damage, then tack on bear trap into Rock 'n' Roll at the end!

II. ↗↗, AIR S, LAND, CR. M, ST. H, CR. H, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M, →↓↘ + H, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, {→↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)} OR {→↓↘ + ATK ATK, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)}

633,400~1,032,800 damage, 35~335% meter loss

This combo starts off of a hovering instant overhead, which is nearly impossible to guard unless your competitor guesses that it's coming.

Otherwise, this combo has the same trouble spots as **Combo I**: cancel into Pendulum as soon as possible off of the Mr. Flapper ground bounce, and perform Rock 'n' Roll before the second Mr. Flapper hits.

III. FRONT OR BACK THROW, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)

351,800 damage, 87% meter loss

This combo can be hit whenever Rocket Raccoon lands a ground throw. There isn't enough time for a throw for Mr. Flapper to cause a ground bounce before the opposing character gets up, forcing a ground recover instead.

IV. FRONT OR BACK AIR THROW, →↓↘ + M, →↓↘ + H, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK

402,300 damage, 60% meter loss

An air throw leaves your opponent in a hard knockdown state long enough for Mr. Flapper to cause ground bounce, so you can go into half of Rocket Raccoon's basic combo.

Perform the first bear trap immediately after hitting the ground to ensure that it ground bounces. If performed too late, your opponent recovers instead, making you lose out on tons of damage.

V. ↓↙← + H, FORWARD JUMP, AIR H, S, LAND, CR. H, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M, →↓↘ + H, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)

535,500 damage, 31% meter loss

This combo should be used whenever an adversary gets caught in Grab Bag's net.

Try to hit the first air H on the downward arc of your jump to make sure your rival doesn't pop too high into the air after getting hit by the first S.

VI. →↓↘ + H, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M, ATK + S, S CANCEL ▶ FORWARD SUPER JUMP, AIR M, S, LAND, →↓↘ + M CANCEL ▶ ↓↘→ + ATK ATK (MASH ATK)

608,100 damage, 54% meter loss

Use this combo whenever Pendulum tags an opponent out of the air.

Since your wall bounce has already been used, you can't use Pendulum after the first Mr. Flapper, so use Rocket Skates to close the distance and immediately launch your foe after it hits.

ADVANCED TACTICS

FIRE DOWN BELOW!



When used as an anti-air, Oil Bomb forces your opponent to land in the inferno, giving time to set up a mix-up!

With some setup time, Oil Bomb can be a useful tool for keeping the opposing character out and setting up your offense, as it can both keep adversaries out from long ranges and keep your foe blocking up close!

Before using Oil Bomb, your rival can easily hit Rocket Raccoon while he's throwing it, so make sure Rocket Raccoon has enough time to get it out safely. The best times to throw an Oil Bomb are when Rocket Raccoon is safely across the screen or if your competitor is guarding a crossover assist from a distance too far away to start a mix-up. The latter scenario often happens against players who are quick to use advancing guard.

Once oil is on the ground, Rocket Raccoon's ground game becomes much more threatening. There are four ways to ignite oil: Spitfire L, exploding an Oil Bomb in mid-air with Spitfire H, or crouching H and standing H. Of these options, standing H is the most useful because it allows you to ignite the oil during a chain combo! Throw an Oil Bomb over an opponent and ignite with a crouching L to stand H chain combo, or simply standing H!

From fullscreen, ignited oil serves best as a deterrent, as it cuts off the ground from your opponent, forcing them to approach Rocket Raccoon from the air and then making them more likely to run into an anti-air Pendulum! Rocket Raccoon can also anti-air his adversaries with his S launcher, or simply allow them to jump in, forcing them to block the fire.

If the oil is over the target, quickly perform a hover overhead before they can use advancing guard; while ignited oil can keep your rival stuck blocking, they can also advancing guard the attack until it is over, forcing Rocket Raccoon to the far side of the screen. To counter, wait until the fire is almost finished, then use Tunnel Rat M while calling a crossover assist to mix up your competitor!

THUNDER FROM DOWN UNDER



Tunnel Rat H is completely invincible for up to two seconds, allowing Rocket Raccoon to avoid anything thrown at him!

During Tunnel Rat H, Rocket Raccoon is completely invincible, giving you the chance to have him perform some particularly sneaky tricks.

When emerging from Tunnel Rat H, Rocket Raccoon only has 9 frames of vulnerability, which is impossible to react to. The easiest way to punish Rocket Raccoon is by mashing chainable crouching L attacks, which many characters don't have access to, which forces your opponent to guess when Rocket Raccoon might emerge. You can perform a quick mix up when Rocket Raccoon emerges: throwing your opponent is the recommended option, but you can gamble and go for much more damage by emerging and using crouching L or a float overhead. In either case, be sure to call a crossover assist while performing your basic attacks; if the opposing character guards, the assist pins them in place long enough for you to perform another mix-up!

Against characters with chainable crouching L attacks, you can counter this with big damage by hyper combo canceling Tunnel Rat into Mad Hopper. Mad Hopper has no invincibility, so move Rocket Raccoon just out of the range of his challenger's attacks at the last second before performing the hyper combo. Since you're holding down H, you can only perform the variation of Mad Hopper using L + M; performing a different variation requires Rocket Raccoon to emerge first, slightly lengthening the time for the hyper combo to come out. If the foe is still mashing L before the hyper combo freeze, the hyper combo hits before the opponent can block, giving Rocket Raccoon a free combo!

Opposing players typically try to get away from Tunnel Rat H by having their character jump away. In this case, you can have Rocket Raccoon chase after them while underground until they reach mid range, then quickly emerge, super jump straight up, and attack with a down-forward Rocket Skate mix-up.

COMBO APPENDIX

GENERAL EXECUTION TIPS

After hitting the S launcher attack, hit with the air M, S chain as early as possible to keep the opposing character in range for the OTG-capable Mr. Flapper

If you're having trouble juggling the Pendulum attack after the Mr. Flapper ground bounce, input the command much earlier than you think you can

Practice the timing to properly hyper combo cancel the OTG-capable Mr. Flapper to Rock 'n' Roll; the special move must be hyper combo canceled before the bear trap hits the target, but not before the bear trap appears on the screen

AS ROCKET RACCOON COMES IN: AIR H, S

Notes	Damage
↑ + S or → + S or ↓ + S TAC to Rocket Raccoon	Varies based on damage scaling

CR. M, ST. H, CR. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, S, LAND, ↓↘→ + M, ↓↘→ + L, CR. H (CANCEL) ↓↘→ + L, CR. H (CANCEL) ↓↘→ + H, FORWARD DASH, S (CANCEL) FORWARD SUPER JUMP, AIR H, S, LAND, ↓↘→ + ATK ATK, ↓↘→ + M

Notes	Damage
Requires corner	816,200 damage, 219% meter loss

CR. M, ST. H, CR. H (CANCEL) ↓↙← + L + H, FORWARD DASH, S (CANCEL) FORWARD SUPER JUMP, AIR M, S, LAND, ↓↘→ + M, ↓↘→ + H, ATK + S, S (CANCEL) FORWARD SUPER JUMP, AIR H, S, LAND, ↓↘→ + ATK ATK, ↓↘→ + M (CANCEL) ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
After air H, S, you must perform Rocky Raccoon as soon as Rocket Raccoon lands from the jump	1,105,300 damage, 453% meter loss

↓↘→ + ATK ATK (MASH ATK), BEFORE FINAL HIT (X-FACTOR) ↓↓ + L, ↓↘→ + M, ↓↘→ + H, S (CANCEL)
FORWARD SUPER JUMP, AIR M, S, LAND, ↓↘→ + M (CANCEL) ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
Requires X-Factor	669,900~808,600 damage, 158~144% meter loss

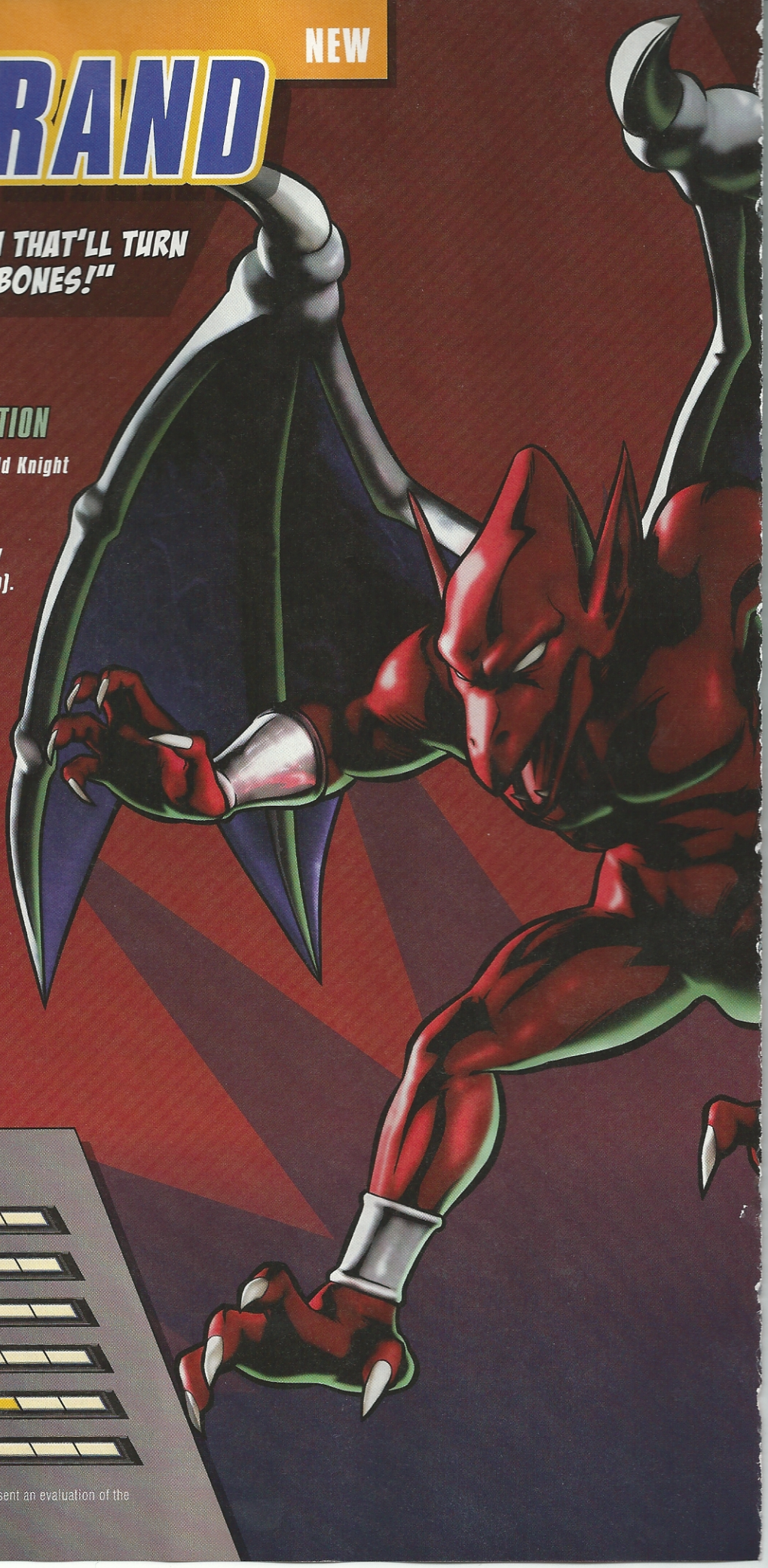
CR. M, ST. H, CR. H (X-FACTOR) S (CANCEL) FORWARD SUPER JUMP, AIR M, S, LAND, ↓↘→ + M, ↓↘→ + H, ATK + S, S (CANCEL)
FORWARD SUPER JUMP, AIR M, S, LAND, ↓↘→ + M (CANCEL) ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
Requires X-Factor	728,900~925,500 damage, 32~13% meter loss

NEW

FIREBRAND

"THIS TIME, IT'S YOU THAT'LL TURN INTO A PILE OF BONES!"



Bio

REAL NAME

Firebrand

OCCUPATION

Demon World Knight

ABILITIES

Can spit fireballs from his mouth, fly (hover) and cling to walls (Hell Climb).

WEAPONS

None

PROFILE

Firebrand is a type of gargoyle known as a Red Arremer. He will stand up to any threat posed to his home, the Demon Village, without any fear. Firebrand is considered to be an elite warrior among the Red Arremers, gaining him hero status among his peers.

FIRST APPEARANCE

Ghosts 'n Goblins (1985)

POWER GRID

- 2 INTELLIGENCE
- 3 STRENGTH
- 3 SPEED
- 3 STAMINA
- 5 ENERGY PROJECTION
- 4 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES















Overview

Vitality	**850,000**
Chain Combo Archetype	**Hunter Series**

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	115%	125%
Level 2 (2 teammates remaining)	135%	135%
Level 3 (1 teammate remaining)	155%	145%

While you have many ways to take to the air and swoop around the screen when using Firebrand, he is primarily an offensive character whose ultimate goal is to get close to his adversary.

Once Firebrand gets close, you can use his many aerial movement options to attack the opposing character by:

- **Switching sides using Hell's Elevator M and Hell Dive M and a crossover assist**
- **Using Hell Dive L to perform high-low mix-ups**
- **Performing instant overheads using the Luminous Body hyper combo, jumping (L), and air Bon Voyage**
- **Activating Chaos Tide to continuously assault your rival**

How do you get close with Firebrand?

- **Using air Bon Voyage, which has advantage on guard**
- **Dashing through the air using Hell Dive M under the cover of a crossover assist**
- **Advance while attacking using Demon Missile H and a crossover assist**

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing (L)	1	33,000	264	5	3	9	+6	+6	Chains into (L) attacks
2	Standing (M)	1	45,000	360	8	3	15	+1	0	—
3	Standing (H)	2	73,200	640	10	2(7)4	18	+2	+1	—







Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching (L)	1	33,000	264	4	2	12	0	-1	Low attack, chains into (L) attacks
2	Crouching (M)	1	48,000	384	8	4	17	-2	-3	Low attack
3	Crouching (H)	1	65,000	520	10	8	26	—	-11	Low attack, knocks down







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	(S) (while standing or crouching)	1	75,000	600	9	5	30	—	-12	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (L)	1	35,000	280	5	3	17	+12	+11	Overhead attack
2	Air (M)	1	48,000	384	8	4	22	+17	+16	Overhead attack
3	Air (H)	2	74,000	640	8	3(2)4	29	+19	+18	Overhead attack





